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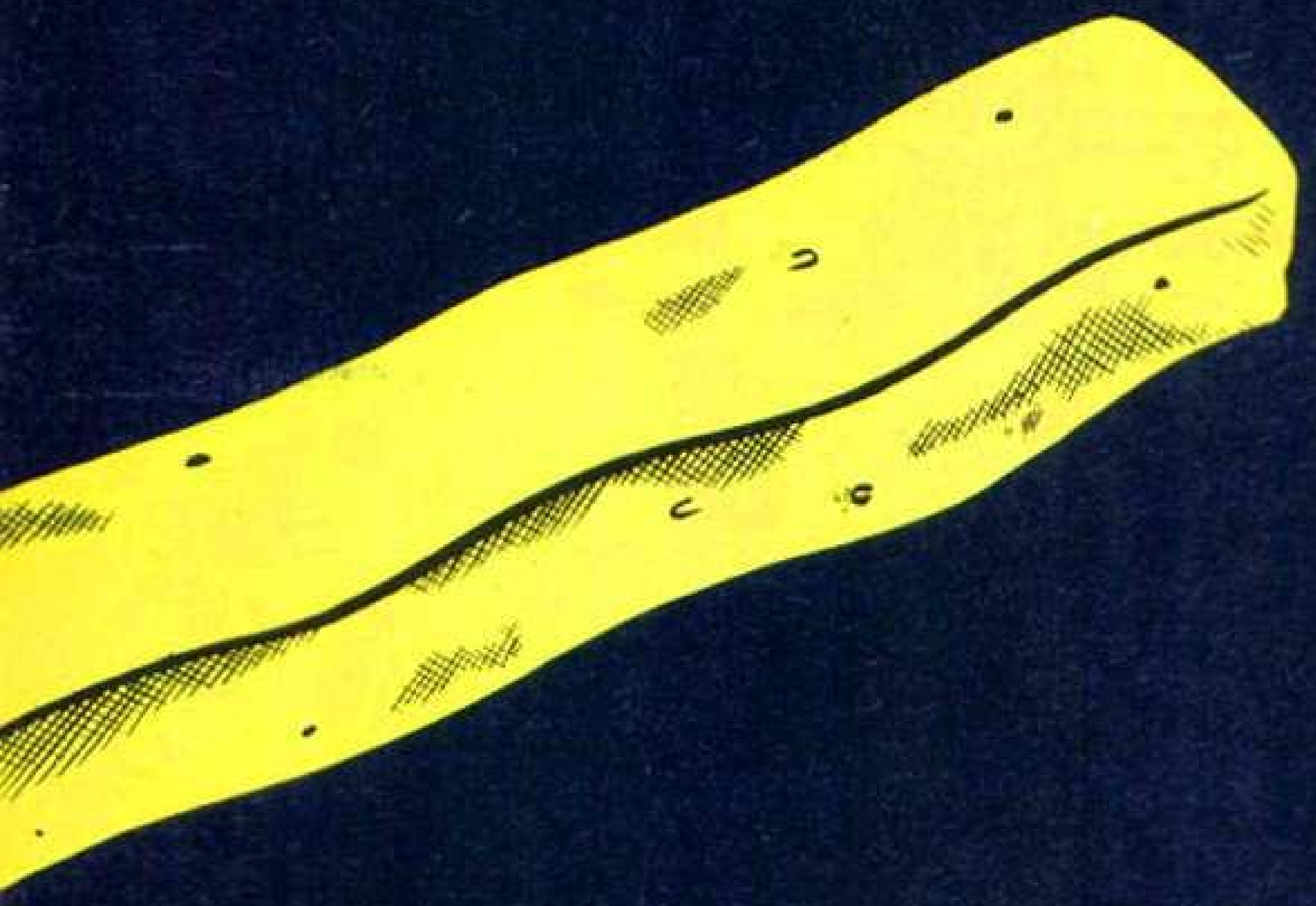

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Will you ever reach the end?

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Final Fight 2
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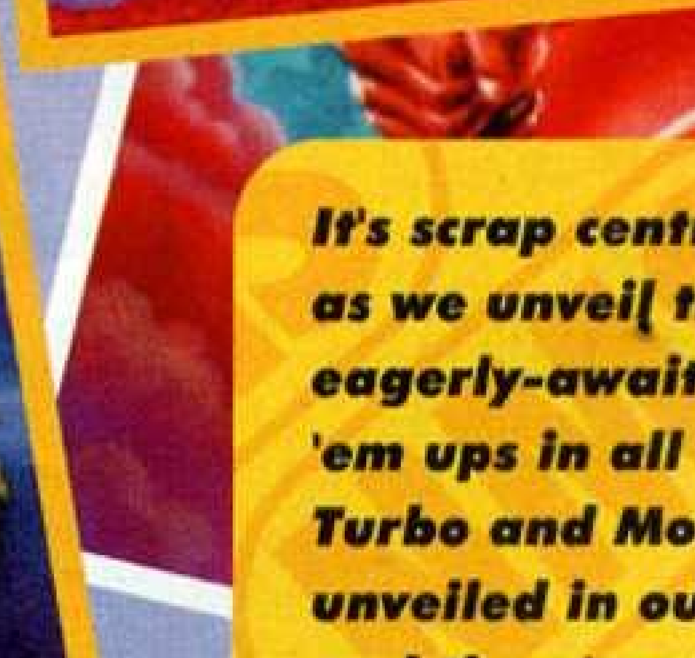

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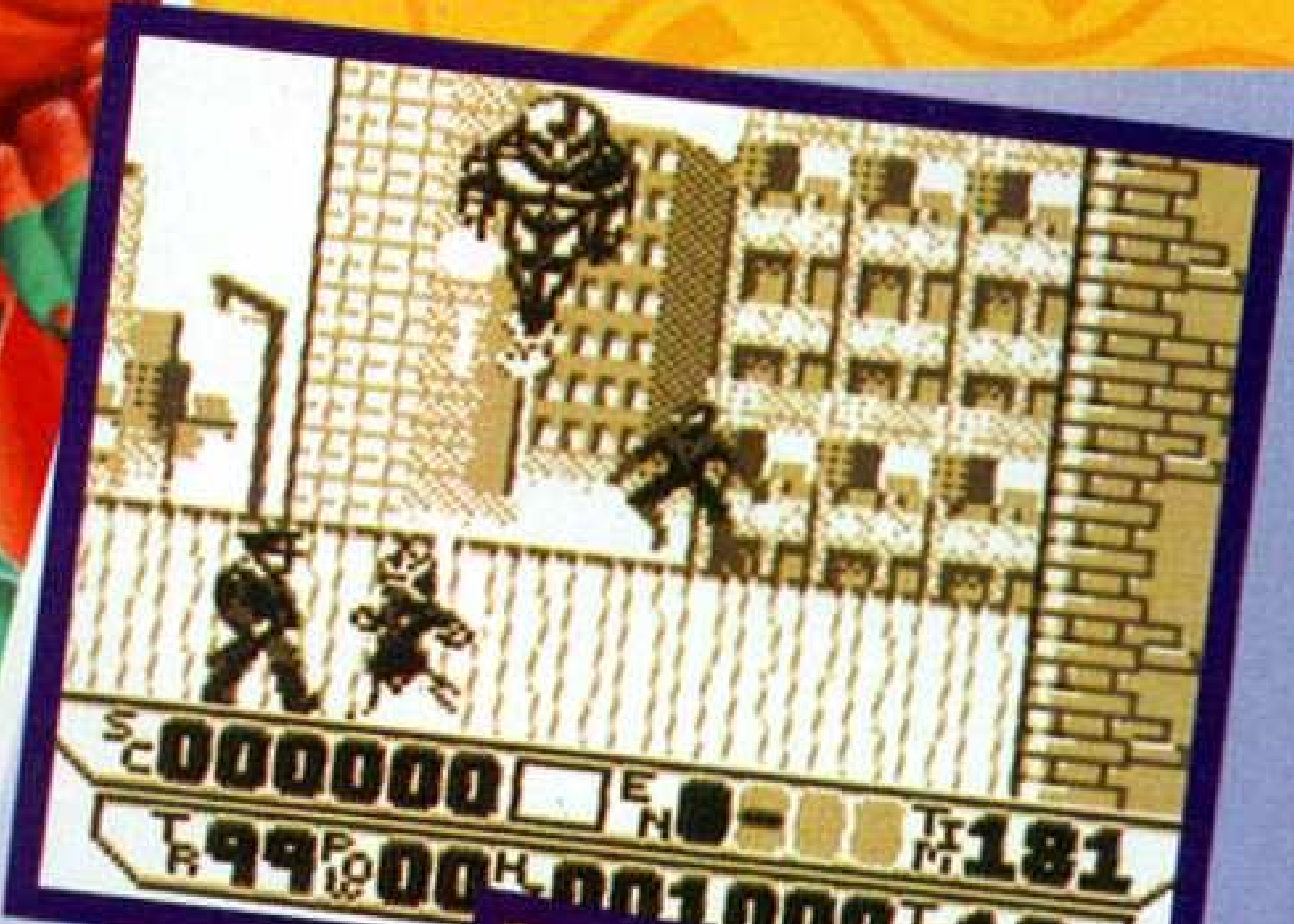
It's scrap central again at NMS as we unveil three of the most eagerly-awaited Super NES beat 'em ups in all their glory. SF2: Turbo and Mortal Kombat are unveiled in our preview section, and there's a full review of Final Fight 2 on page 36.

MORTAL KOMBAT

ISSUE 9
JUNE 1993

Nintendo
ENTERTAINMENT SYSTEM

We've been taking a lot of flak from NES owners recently about the lack of reviews for their machine, so this month we make it up to them by reviewing Alien 3 and Megaman 4 - among others. In addition, Game Boy owners can feast their eyes on the likes of Spiderman 3, Populous, and Dr Franken 2.



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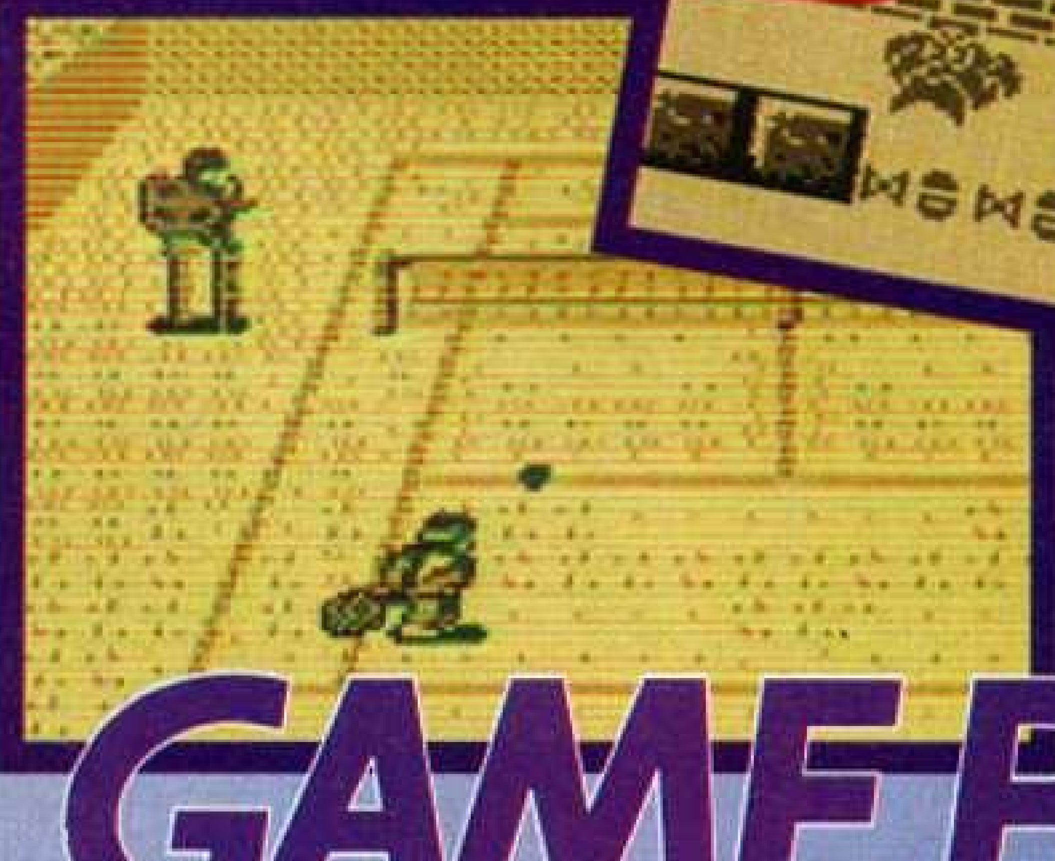

GAME BOY

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Once upon a time The Three Bears decided to set up a magazine called NMS. They knew they needed a place to live, so they squatted in Emap Towers and set up their EDITORIAL OFFICES at PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. A few days later they wondered why it was so quiet, so they set up a PHONE: 071 972 6700 and because they had a bit of bother understanding some of the garbled banter hurled at them, decided they'd better invest in a FAX: 071 972 6703. This telephonic tomfoolery was a fine old laugh, until they got bored with some of the calls and set up a special line for SUBSCRIPTION AND BACK ISSUE ENQUIRIES: 0733 61146. Everything was going swimmingly until they realised they'd better get the mag PRINTED BY HUNTERPRINT or nobody would have anything to buy. Luckily they had a couple of fine pals who were prepared to do the COLOUR: COLOUR-TECH and PREPRESS, and once the mag got printed it was DISTRIBUTED BY BBC FRONTLINE. Now big old Lord EMAP decided that every issue had to let the readers know it was PRINTED IN THE UK and © COPYRIGHT EMAP IMAGES 1993, and so that's exactly what they did. Very proud of what they'd done, the bears went out for a walk before some dumb blonde turned up, sat in their chairs, ate all their porridge and slept in their beds. So, a happy ending after all.

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EMAP Images employees and their immediate family aren't allowed to enter any competitions. There will be no cash alternative to the prize on offer and anyone who phones up to find out how they're doing gets disqualified on the spot. Other than that, you can enter our fabulous giveaway compos - except for Dwayne Minton of West Wormwood, because he eats his own ear wax and his dad drives a Saab.

FINAL BIT
Well, here I am working permemenan, permemna, pnm, working full-time on NMS forever, and not on that other mag ever again. Hoorah for *Mario*! And John Madden! Cowabunga dudes! RAD XXX

EDITOR

Hello, welcome, top issue, stuffed full, Exclusives and all that. First of all I've got to be honest and tell you I'd rather not be here. I've got much better things to do, namely: playing the Streetfighter Turbo arcade machine we're giving away in quite possibly the Greatest Competition Of All Time. If you haven't already fired off your entry card I'd suggest you do so right now. Don't worry, well still be here when you get back. As I write this, Sadshake Harrod is glued to the machine playing Winner Stays On, which means we'll probably get him off sometime next year. Turbo has got to be the biggest news for the Super NES in a long time, and quite possibly even bigger than all the SFX goodies coming our way in the very near future. Time will tell, and from the looks of things that time won't be long coming. Right now Captain Corporate is at the controls of the NMS private Cesna, standing by at White Waltham Airfield and ready to whisk us away to the Consumer Electronic Show in Chicago, where hundreds of new games will be revealed for the first time. All the manufacturers are keeping their cards very close to their chests, but Nintendo

A DAY IN THE LIFE
- THE NMS GIRLS

If you're sick and tired of staring at our ugly mugs, you're hardly to blame. Which is why we change the scenery this month as we focus on the NMS girly gang, those international jetsetters working tirelessly in the background to make sure every issue hits the streets looking its very best....

8:00am
The girls are in early because we've all gone on holiday for a month and they know they've got to get an early start to get the magazine out before the deadline. Their first task is to take a crash course in Editorial technique, encompassing the years of training, professional expertise and linguistic gymnastics so essential to publishing in today's market. This normally takes about ten years on-the-job experience, but they've got it licked in about ten minutes.

11am
They're already a third of the way through the issue and things are looking good. Pausing only for a quick Beauty Break they plough on. Their deadline is to get all the Reviews written by lunchtime, and it's looking good.

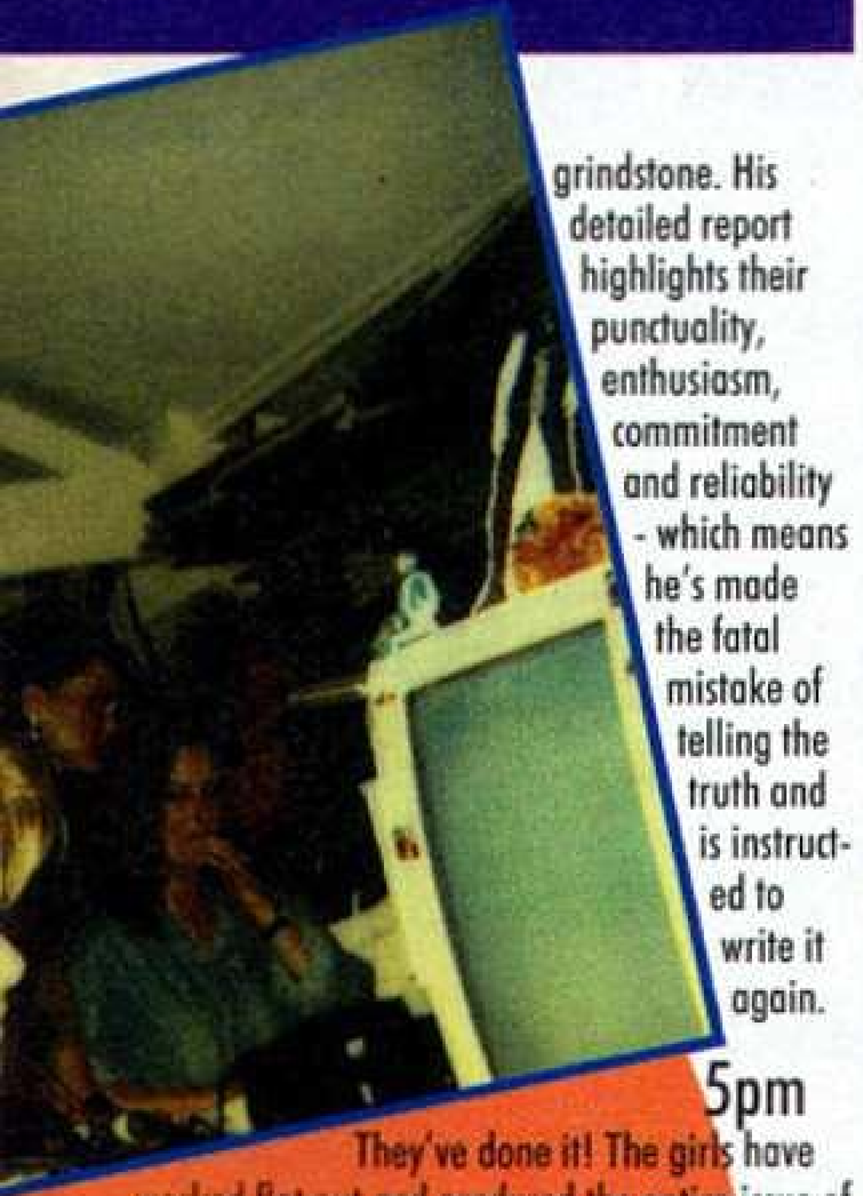
1pm
The NMS boys call in from Dodgy Dave's Arcade Emporium, Sea Front, Brighton and check on the progress of the issue. The work is going so well we go off in a huff, entirely aware that our presence is not actually required at all.

3pm
NMS Time and Motions Executive Radion Automatic leaves the beach and stages a lightning raid on the office to ensure that the girls have their noses to the

IAL

have some MASSIVE titles lined up and we'll be telling you all about them in the very next issue as only NMS can. So until then, ENJOY!

TIM BOONE



grindstone. His detailed report highlights their punctuality, enthusiasm, commitment and reliability - which means he's made the fatal mistake of telling the truth and is instructed to write it again.

5pm

They've done it! The girls have worked flat out and produced the entire issue of NMS! All that remains is for us to stroll in at the last minute and steal all the credit while the girls rush off to their next assignment within the building. Hooray!

Conclusion

So there you have it - another shred of evidence that the NMS boys' average working day is ABSOLUTE LIVING HELL. Next month we might just focus on another shining cog in our well oiled machine. Then again, maybe not.

NINTENDO PEOPLE SYSTEM

The subject of this month's personality profiles is dreams. And what weird dreams they are. So weird, in fact, that we've decided to get in a dream psychologist to analyse our strange nocturnal fantasies. Professor Bendankoff of The East Cheam Amateur Horticulturalists Association has kindly agreed to delve deep into those hidden meanings, and here are the results:

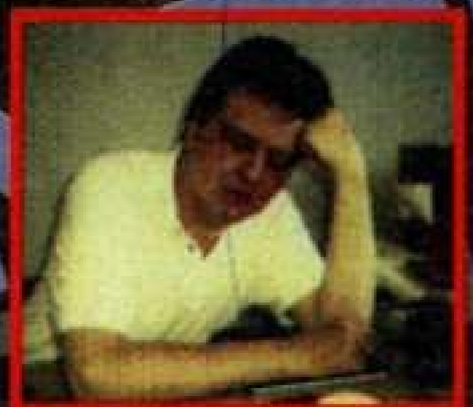
JULIAN RIGNALL

"I dream that I'm running along and I'm going quite fast when all of a sudden I lift my legs up and I'm still going! It's absolutely amazing and I can't wait to get to the office and tell everyone I'm a world-class hurdler and long jumper."

BENDANKOFF ANALYSIS: At first sight this seems a simple flight of fancy. However, there is an inner conflict here. Perhaps our subject can persue a freelance career winning gold medals and flogging Lucozade.

CURRENT FAVE GAMES: STREETFIGHTER TURBO

TIM BOONE



"Last week I dreamed I was lying in bed and woke up to find a wasp buzzing around right in front of my face. I was so spooked I woke up, only to find a wasp buzzing around in front of my face! I've never moved so fast in my life and it was at least 24 hours before I went back into the room. Weird, eh?"

BENDANKOFF ANALYSIS: Ah! A simple case of subconcious conciousness. The subject clearly has trouble distinguishing fantasy from reality, and this condition can only be described as ridiculous.

CURRENT FAVE GAMES: STREETFIGHTER TURBO, TUFF E NUFF

STEVE MERRETT

"I used to live in a sad place called Southbourne and I had this recurring dream that there was this stone robot knocking down all the houses on our estate except mine and the next door neighbours'. I saw the stone man stomping up the street and ran out the house to find a plunger stuck to the road I pulled it up and when I did, the robot stopped. When I stuck it down again, it carried on. So I pulled up the plunger (the robot stopped) and took it down the council where we burned it and I was given this big tin of Quality Street for saving Southbourne. But every time I lifted the lid of the tin I woke up before I could scoff the sweets."

BENDANKOFF ANALYSIS: Oh dear. This subject has no rewards in life, and his dreams clearly reflect this. Perhaps the less said about the plunger the better.

CURRENT FAVE GAMES:STRIKER, BOMBER MAN, FLATHUNT FEVER

GARY HARROD

(Winner) "I'm in the first floor of this house and there's no ground floor and the room next to me is full of these giant six-foot babies and I keep trying to go downstairs to fill up my hot water bottle but these babies won't let me and there's no stairs anyway."

BENDANKOFF ANALYSIS: This case will keep me in business for years. The complexity and perversity of this dream knows no bounds, and my analysis of it cannot be printed in a family magazine, such is its disturbing conclusion.

CURRENT FAVE GAMES:STREETFIGHTER TURBO, STARWING, BOMBERMAN

ANDY MCVITTIE

"I once had this dream that I looked after all these canaries and budgies for a pal of mine, and fed them a load of fish food by mistake. The budgies were OK, but all six of the canaries died. I came back into the room and they were all laid out on this baking tray."

BENDANKOFF ANALYSIS: I was very interested when I found out that McVitte was a vegetarian. Give way to your carniverous inner cravings and all will be well.

CURRENT FAVE GAMES:BOMBERMAN, PRINCE OF PERSIA, KIRBY

RADION AUTOMATIC

"I was lying in this hotel bathroom and I was in agony. I got out of the bath and looked down and there were these corkscrews coming out of my stomach and needles and nails coming out of my arms and legs. This probably says something deep and dark about my psyche, but I'm corkscrewed if I know what it is."

BENDANKOFF ANALYSIS: If this confused subject stopped eating so many Pot Noodles, these dreams would probably go away.

CURRENT FAVE GAMES:ALIEN 3, KIRBY

PAUL DAVIES

"I had this recurring dream where I had all my arms and legs chopped off and got dipped in a vat of salt and, er, that's it."

BENDANKOFF ANALYSIS: A classic case of Walkers Syndrome: the dreams of a crisp. The subject clearly has trouble coming to terms with the many and varied stimuli of everyday life. Either that or he's round the twist.

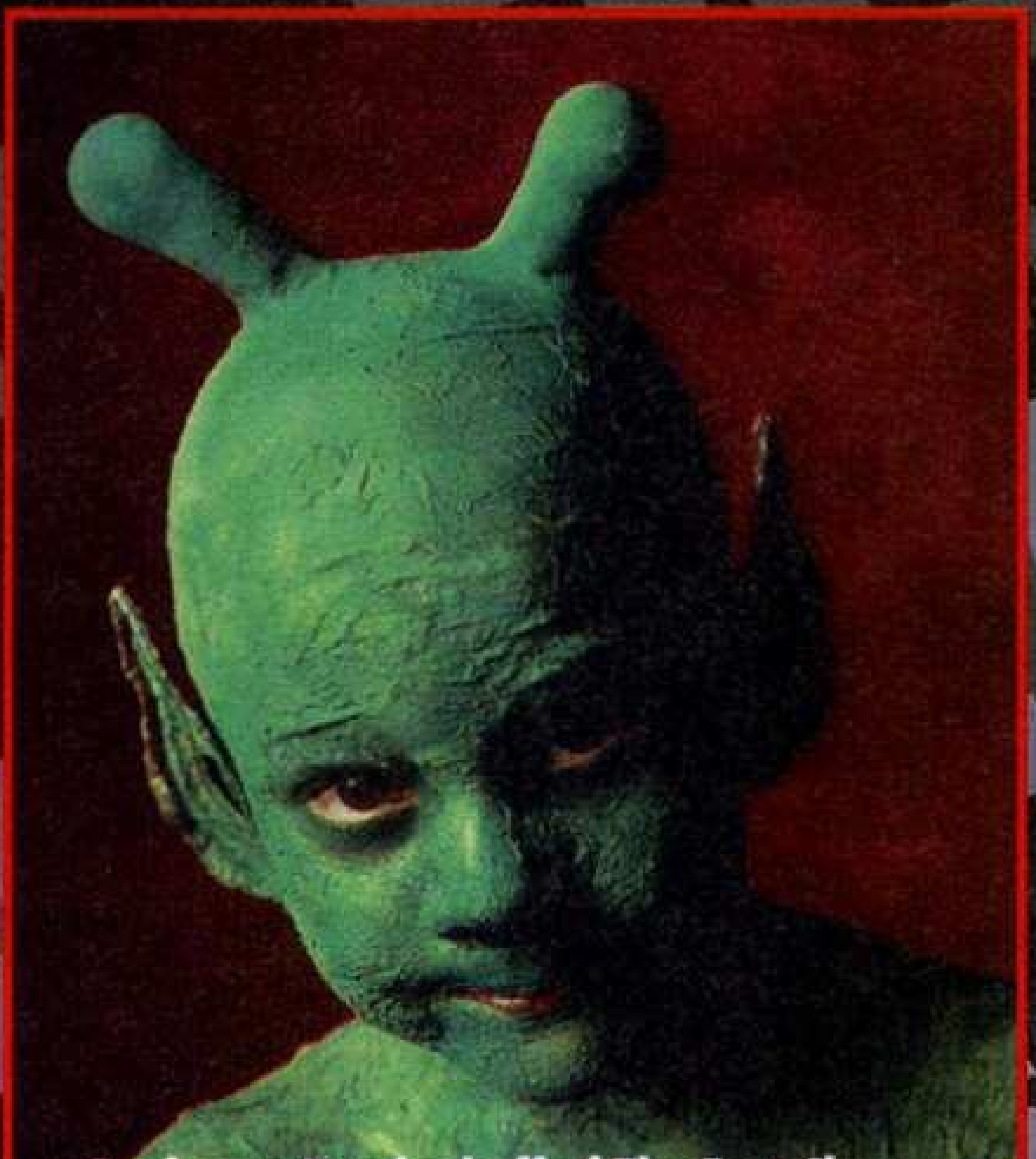
CURRENT FAVE GAMES:KIRBY, STARWING, SUPER MARIO KART

DAVE KELSALL

"I keep dreaming that I'm in this bed and the room is full of all these animals. There are loads of them and they're all over the place and I daren't move. So I just lay there and it's not very nice and then I woke up."

BENDANKOFF ANALYSIS: Hmmm! The nightmare scenario of falling asleep at the office. Perhaps the problem could be alleviated if the subject changed his underpants more often.

CURRENT FAVE GAMES:TINY TOONS, MARIO KART, STARWING



Professor Bendankoff of The East Cheam Amateur Horticulturalists Association

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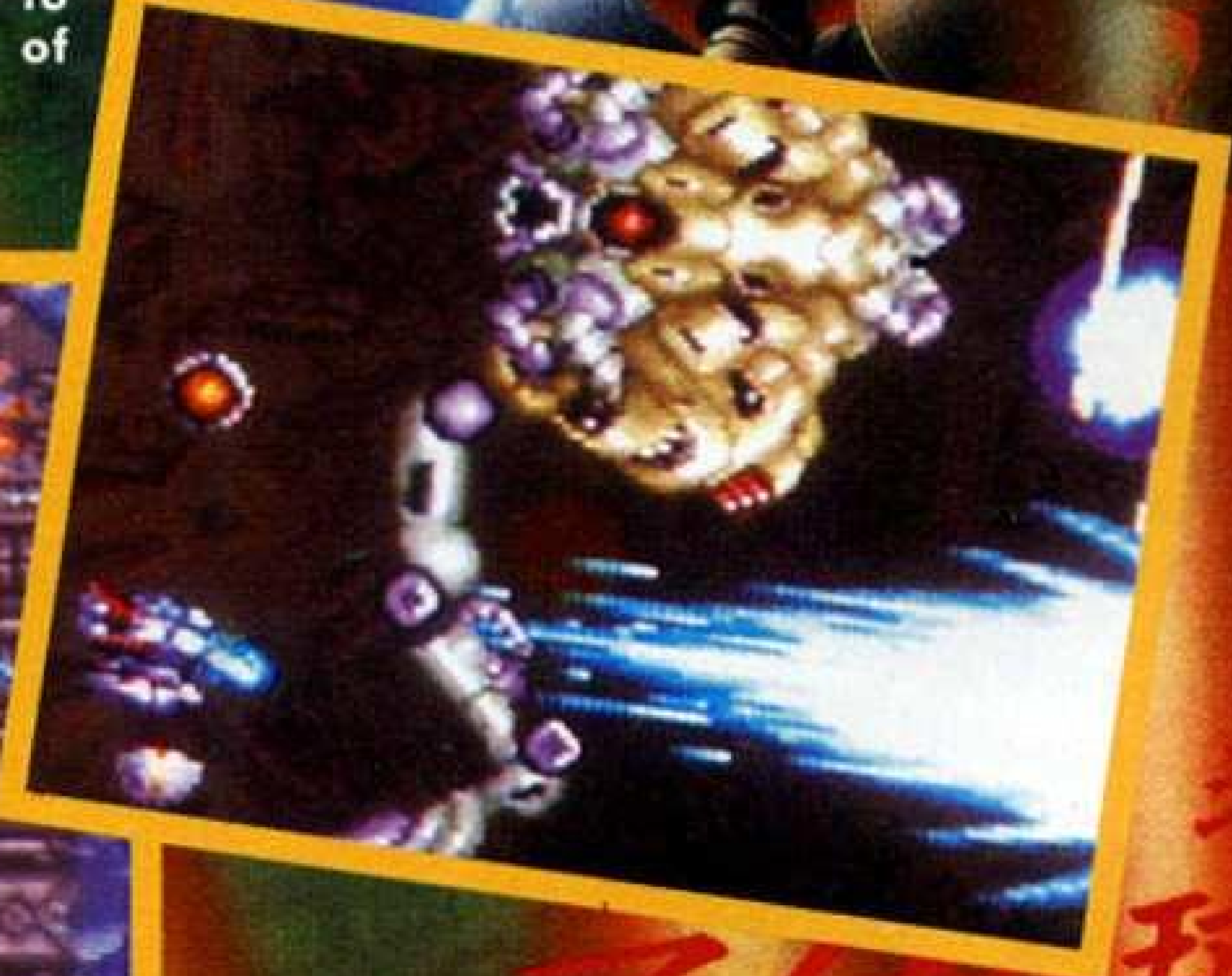
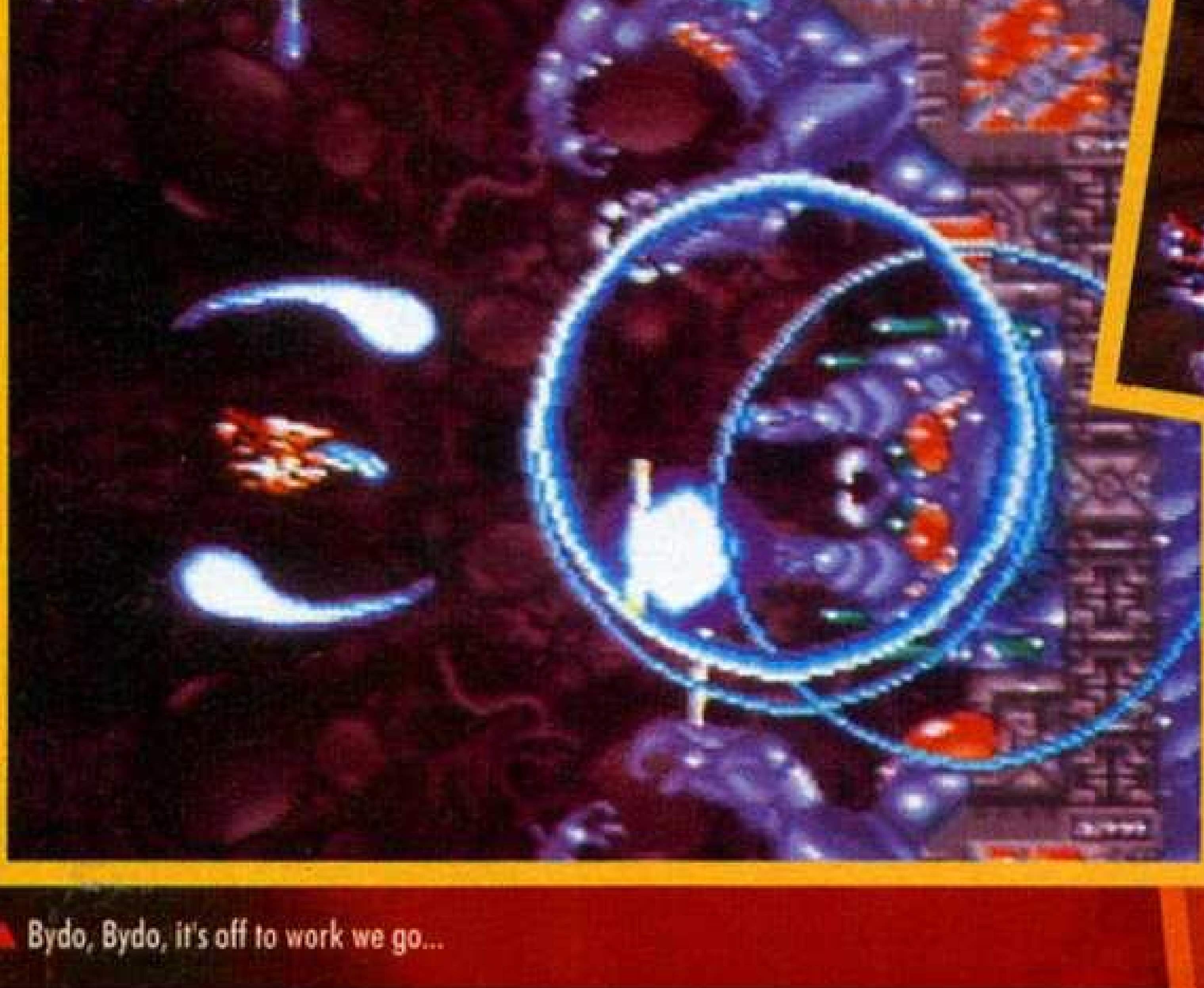
THE BYDOS BITE BACK!

If you thought you'd seen the last of the Evil Bydo Empire you're wrong. Just because you blew their backsides off in Super R-Type doesn't mean they're going to pack it all in and become trappist monks now, does it? These Bydos were born bad, which is why they've spent the last couple of years rebuilding that, er, Evil Empire and spreading badness, foul play and general nastiness throughout the galaxy. And so the scene is set for R-Type III, a 16MEG monster which hits the Super NES from out of nowhere, courtesy of Irem.

The world and his uncle played Super R-Type, based on the coin-guzzling arcade machine and which set new standards for scrolling shoot 'em ups a few moons ago. Then they played R-Type II, which made it onto Game Boy in fine style and remains one of the best blasters on the hand-held. However, this third instalment of the Bydo legend has been specifically written for the machine and you won't find the game in an arcade anywhere. So here are a few screenshots to salivate over while we get down to the business of telling you a bit more about the game.

その名はレオ。
アノ地球ヲ、
R·TY

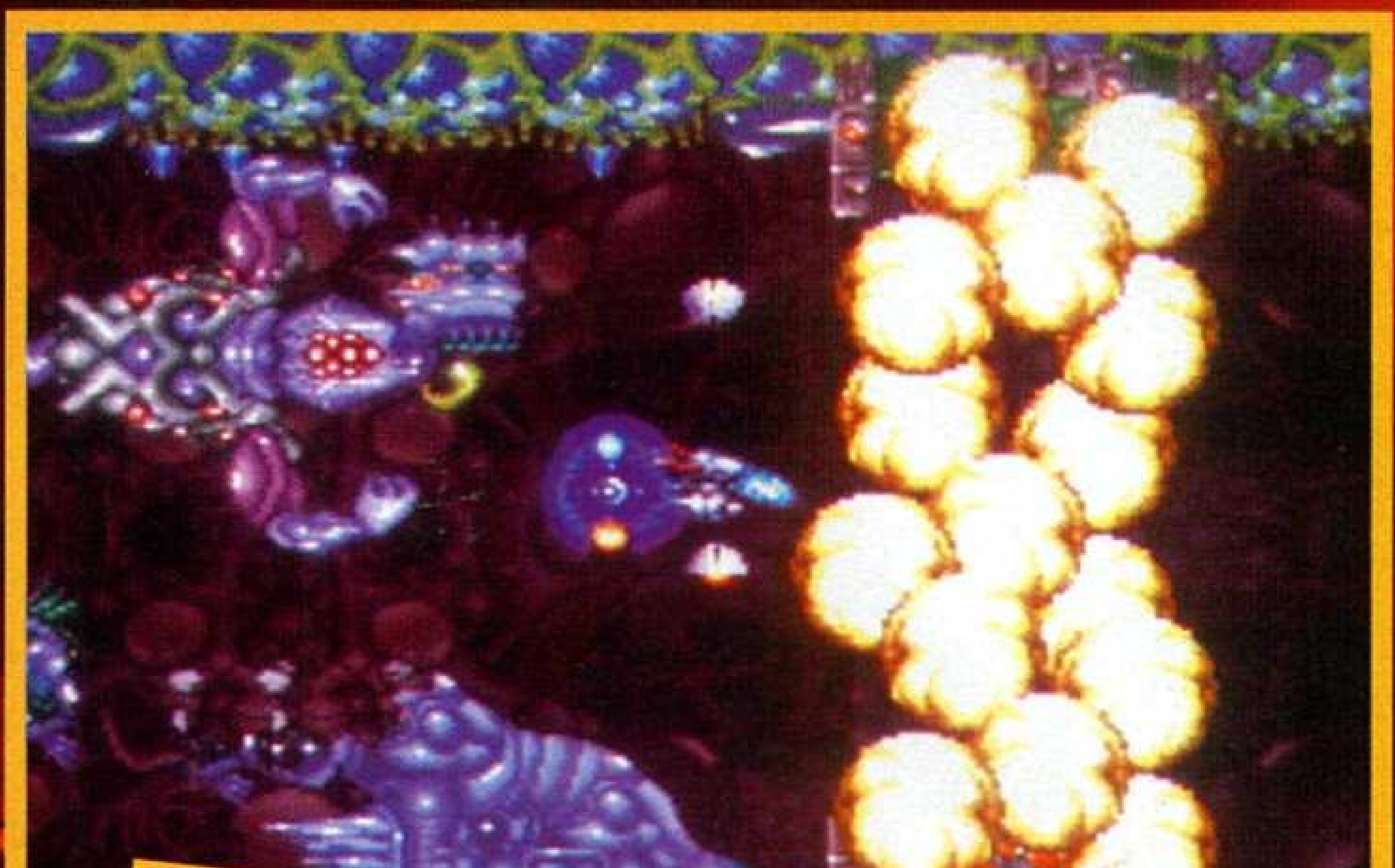




▲ Bydo, Bydo, it's off to work we go...

BAD OLD BYDOS

Like it or not, the Bydos are back in business and they're looking for a bit of revenge. Last time you met them they got a fairly good kicking, unless you're a bit of a Bydo saddo and didn't manage to finish the game. Now you've got another six levels of alien horrors to blast your way through before the ultimate showdown with Big Boss Bydo, and whether he's the same Bydo boyo as you saw in the first outing we're not yet able to say! Among the stages you'll find along your quest are the Body Of Life and Laboratory Of The Bydo, but all six of them have one thing in common - they're not particularly pleasant places to be.



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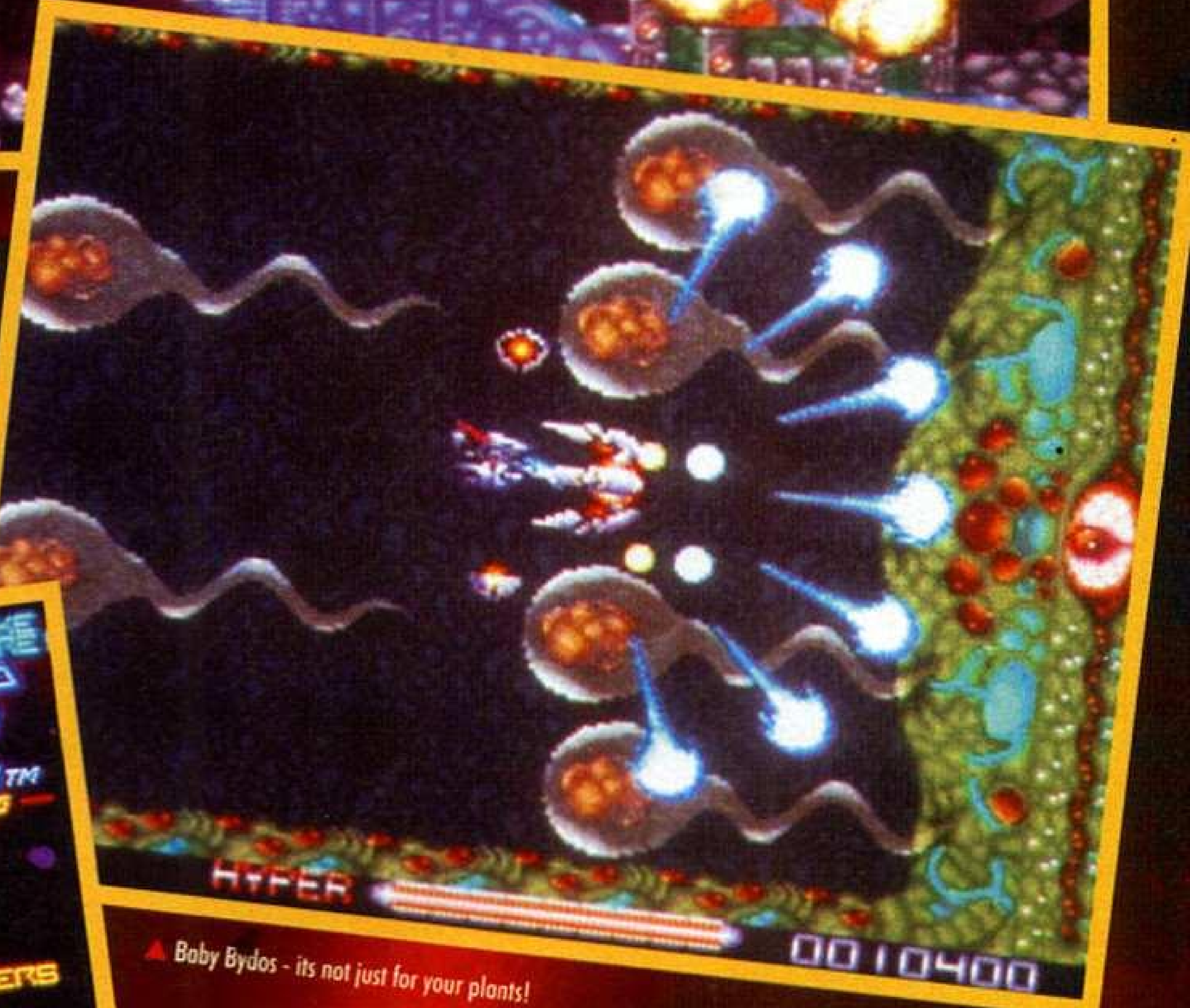
- IREM
- SUPER NINTENDO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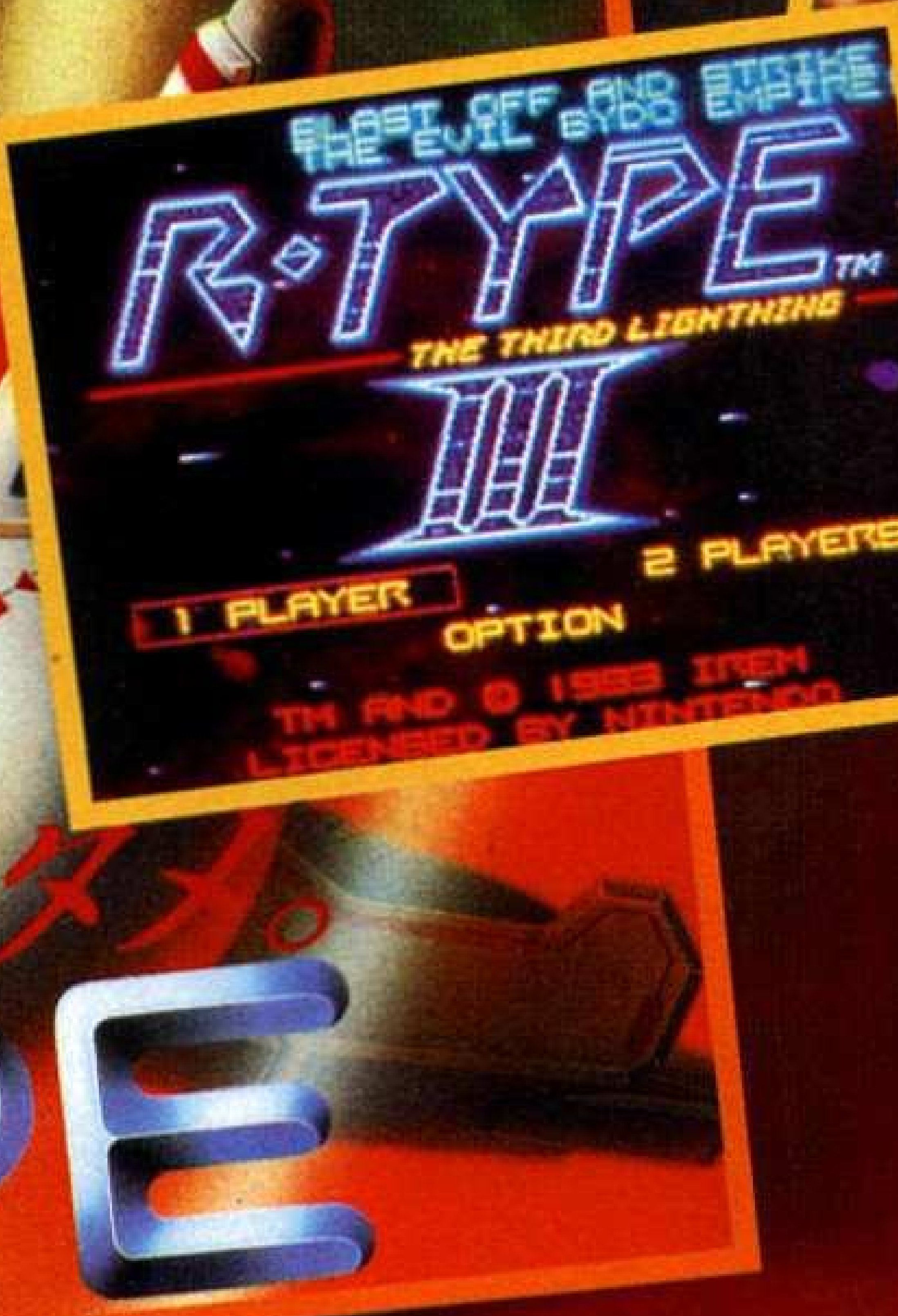
▲ Baby Bydos - its not just for your plants!


BLAST OFF AND STRIKE THE EVIL BYDO EMPIRE!
R·TYPE TM
THE THIRD LIGHTNING
III
2 PLAYERS
1 PLAYER
OPTION
TM AND © 1993 IREM
LICENSED BY NINTENDO

FRY THOSE BYDOS

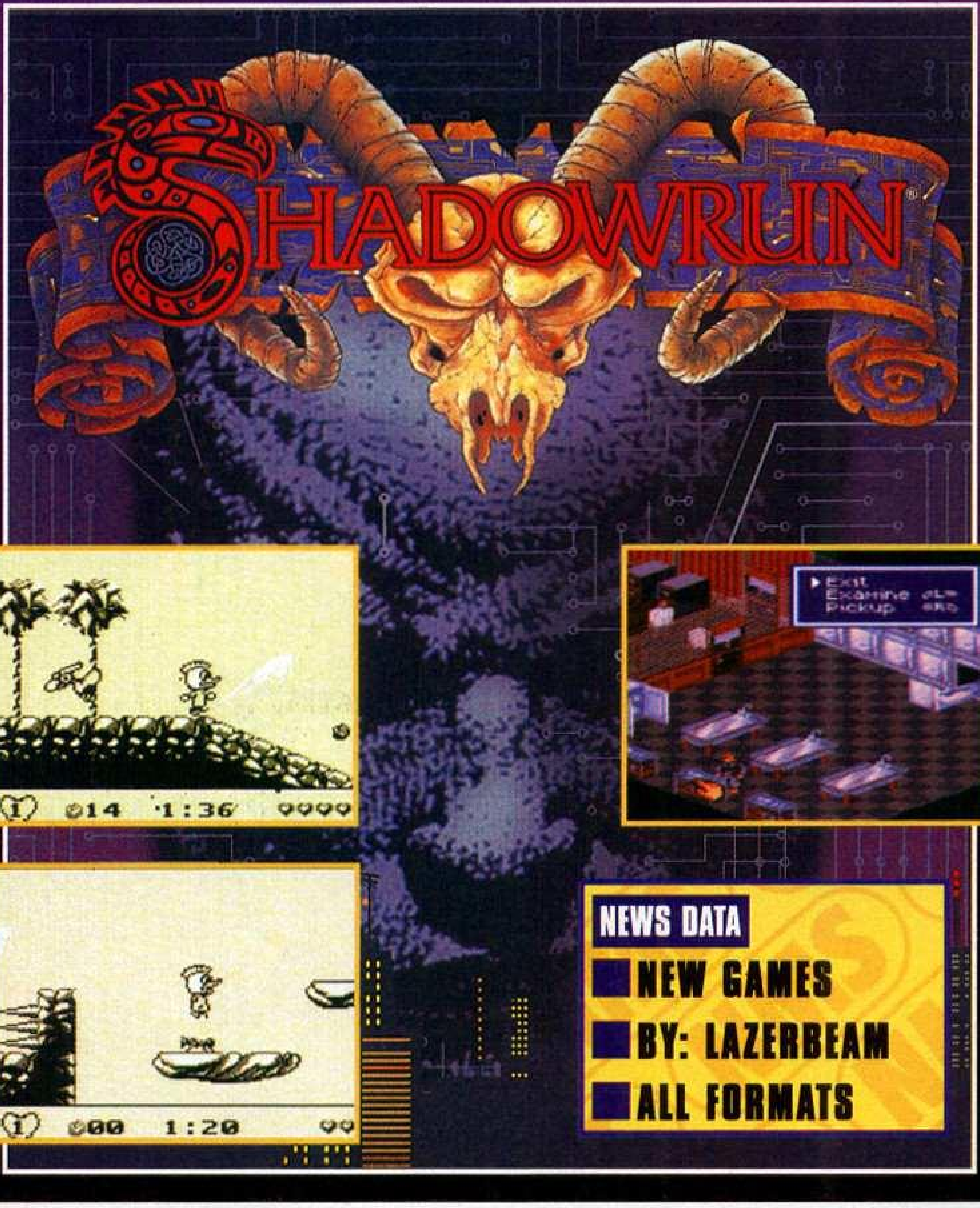
Facing the perils of the Bydo Empire, you need some serious weaponry if you're going to avoid, er, getting killed. Luckily, help is at hand in the shape of more hi-tech killing gear than any sensible maniac could hope for. Among the arsenal are shells, laser beams, beam wave cannon and missiles. As an added bonus, you get to play around with a mysteriously entitled "Force" which, if handled properly, seems capable of firing multiple weapons at once! This little beaut is actually an upgrade of the ship's bolt-on featured in R-Type 1, only this time round it has three methods of attack - even if they will take quite a while to master.

BEAM ME UP

After years of developing for other people on the NES and Game Boy, Australian developers Beam are set to go it alone in the UK - under the name of LaserBeam. Leading the way is a Game Boy platformer starring BBC TV's Edd The Duck, which endows the little yellow glove puppet with Sonic-style speed and jumping prowess as he makes his way across a series of nasty-filled stages.

Following Edd's lead is a Super NES-based adventure based on the popular FASA paper-based RPGs in the US. Shadowrun stars an ex-con who was apparently assassinated by a rival gang. Starting in a morgue, the player sees the shot con as he awakes from his 'death', and the aim is then to solve the mystery surrounding what happened in a series of chapters. Shadowrun uses a 'point'n'click' interface to allow the player to explore the surrounding area, and the many people who inhabit the grimy city the game is set in can also be spoken to in this way. The game is going down a bit of a storm in the States, and we'll be bringing you more on this one soon.

Following on from these two titles, LaserBeam are also working on an updated Super NES version of the old Broderbund classic blaster, Choplifter. It's called, wait for it, Super Choplifter. Meanwhile Melbourne House's crusty Spectrum Scramble clone, Penetrator, is also being updated for the Game Boy. In addition, their last two titles are pencilled in as Super International Cricket for the Super NES, and a version of the Solitaire boardgame for the same machine. More news and Previews as soon as there's more to see.

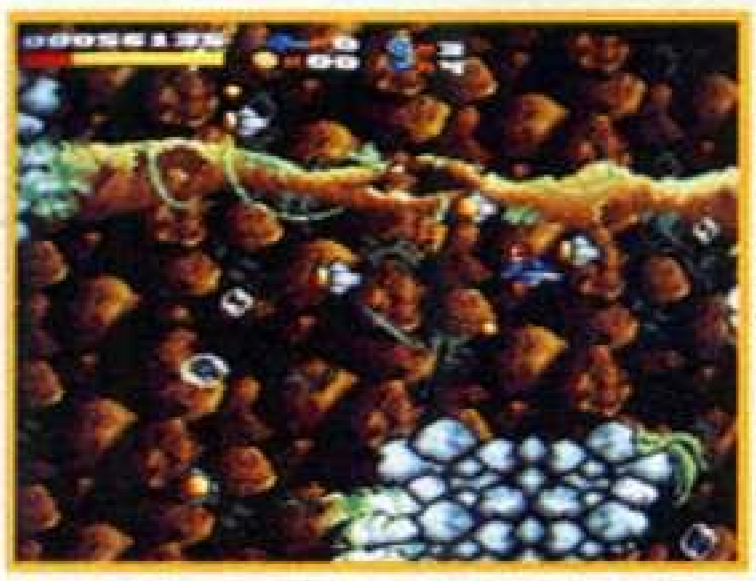


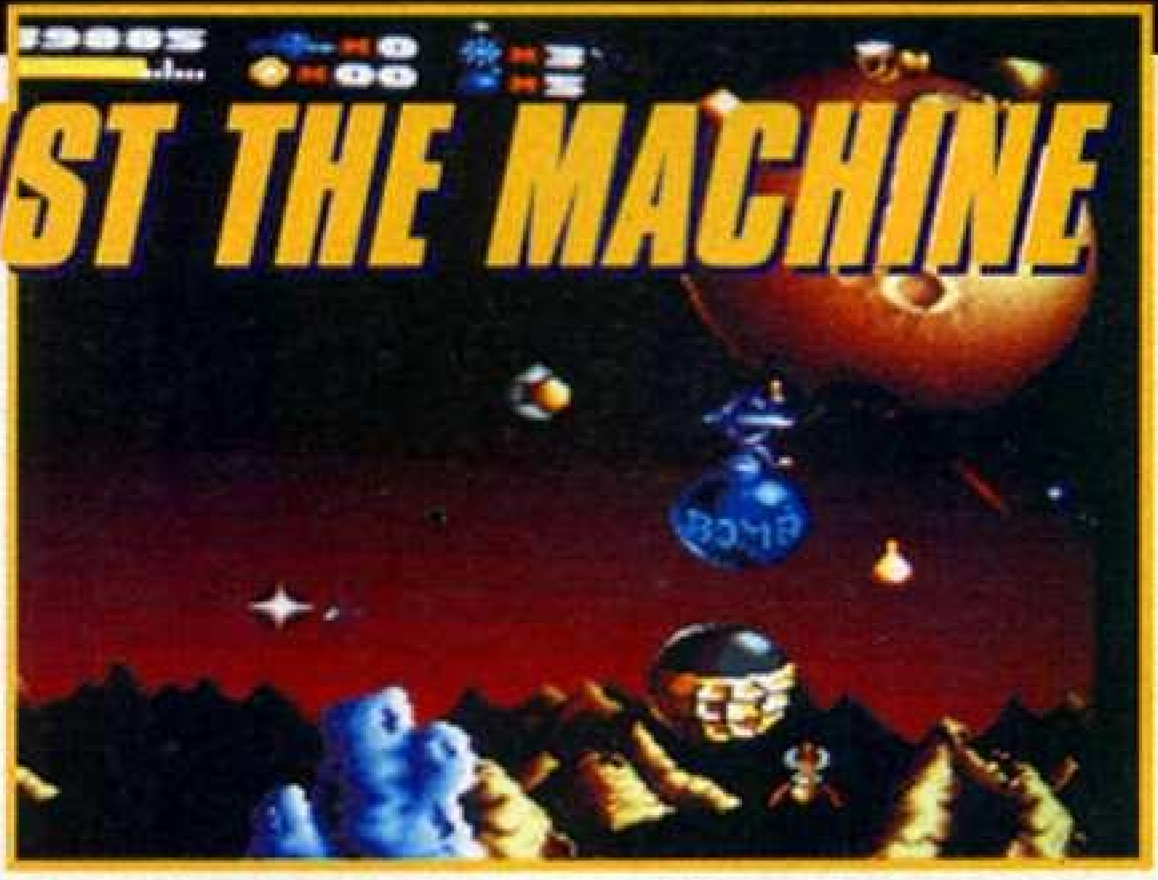
NEWS DATA

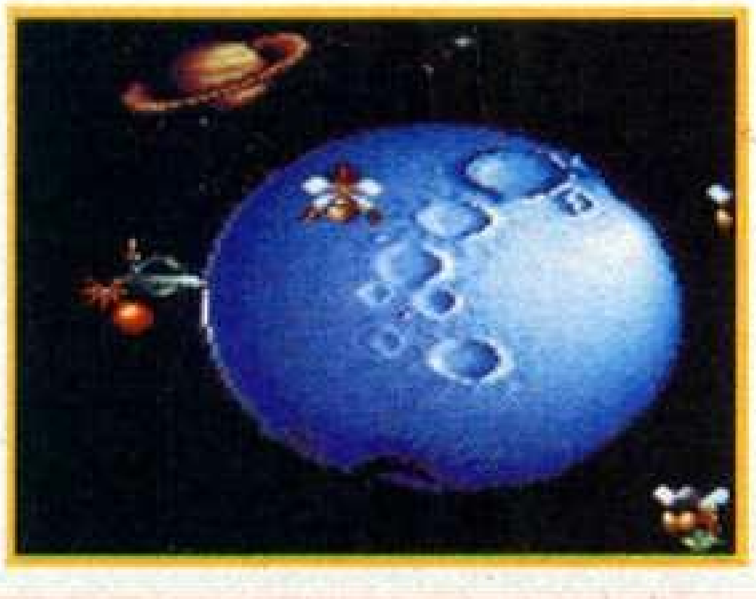
- **NEW GAMES**
- **BY: LAZERBEAM**
- **ALL FORMATS**

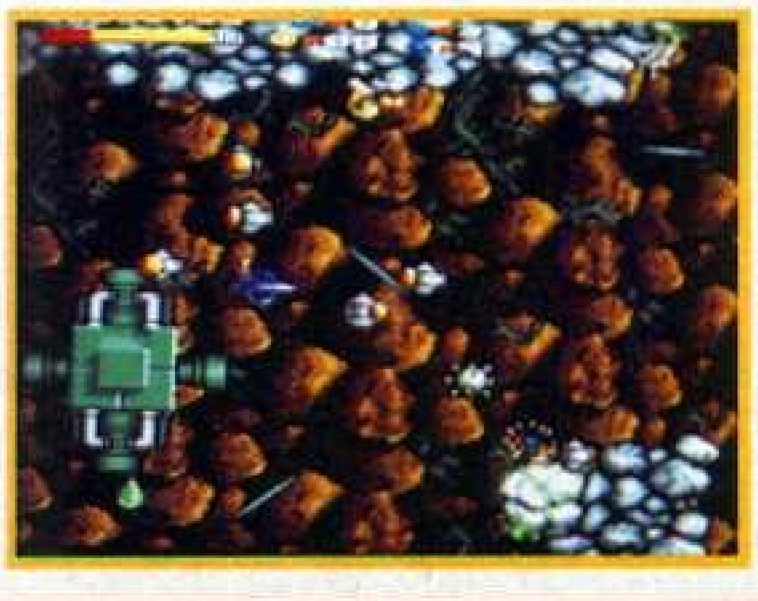
RAGE AGAINST THE MACHINE

With Striker finished and on its way, Liverpudlian developers Rage are busy on their next Super NES title - and NMS has seen it first. Written by veteran Rage coder Joffa Smith (the guy behind such Spectrum classics as Cobra and Batman: The Caped Crusader) Rage have opted to go back to basics with a fast-paced blaster which is currently called Cluster Buster - although this will almost certainly change. Drawing ideas from classic coin-ops such as Defender and Asteroids, Cluster Buster gives the player control over a small spaceship which is used to clear each screen of the assorted objects cluttering the screen. These objects can be planets, pieces of alien machinery or whatever, and are destroyed using your ship's cannons and any bombs you may find. Of course, this all sounds very simple, but each planet is guarded by swarms of alien ships and these prove extremely hazardous to your health. As of yet the game is without a publisher, but we'll keep you posted.


▲ Rocks and spaceships, Yesterday


▲ A moon

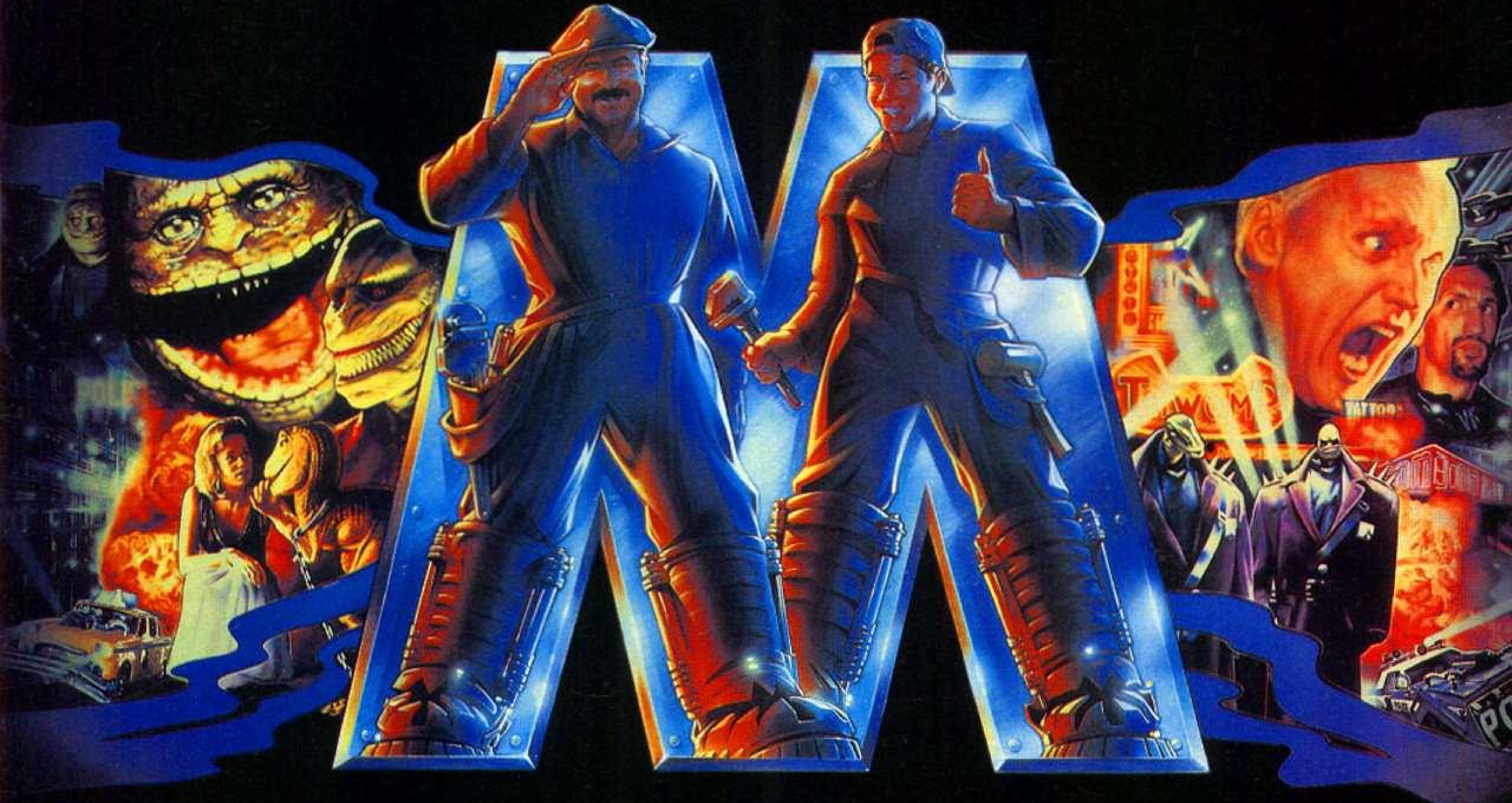




NEWS DATA

- **NEW GAME**
- **BY: RAGE**
- **SUPER NINTENDO**

This Ain't No Game



BOB HOSKINS JOHN LEGUIZAMO DENNIS HOPPER

SUPER
MARIO BROS.

PG

A LIGHTMOTIVE/ALLIED FILMMAKERS PRESENTATION IN ASSOCIATION WITH CINERGI PRODUCTIONS
BOB HOSKINS JOHN LEGUIZAMO DENNIS HOPPER "SUPER MARIO BROS." SAMANTHA MATHIS FISHER STEVENS FIONA SHAW RICHARD EDSON
MUSIC BY ALAN SILVESTRI COSTUME DESIGNER JOSEPH PORRO VISUAL EFFECTS DESIGNED BY CHRISTOPHER WOODS EDITED BY MARK GOLDBLATT, A.C.E. PRODUCTION DESIGNED BY DAVID L. SNYDER
DIRECTOR OF PHOTOGRAPHY DEAN SEMLER, A.C.S. CO-PRODUCER FRED CARUSO WRITTEN BY PARKER BENNETT & TERRY RUNTE AND ED SOLOMON
PRODUCED BY JAKE EBERTS AND ROLAND JOFFE DIRECTED BY ROCKY MORTON AND ANNABEL JANKEL

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★ ★ AT CINEMAS NATIONWIDE FROM JULY 9 ★ ★

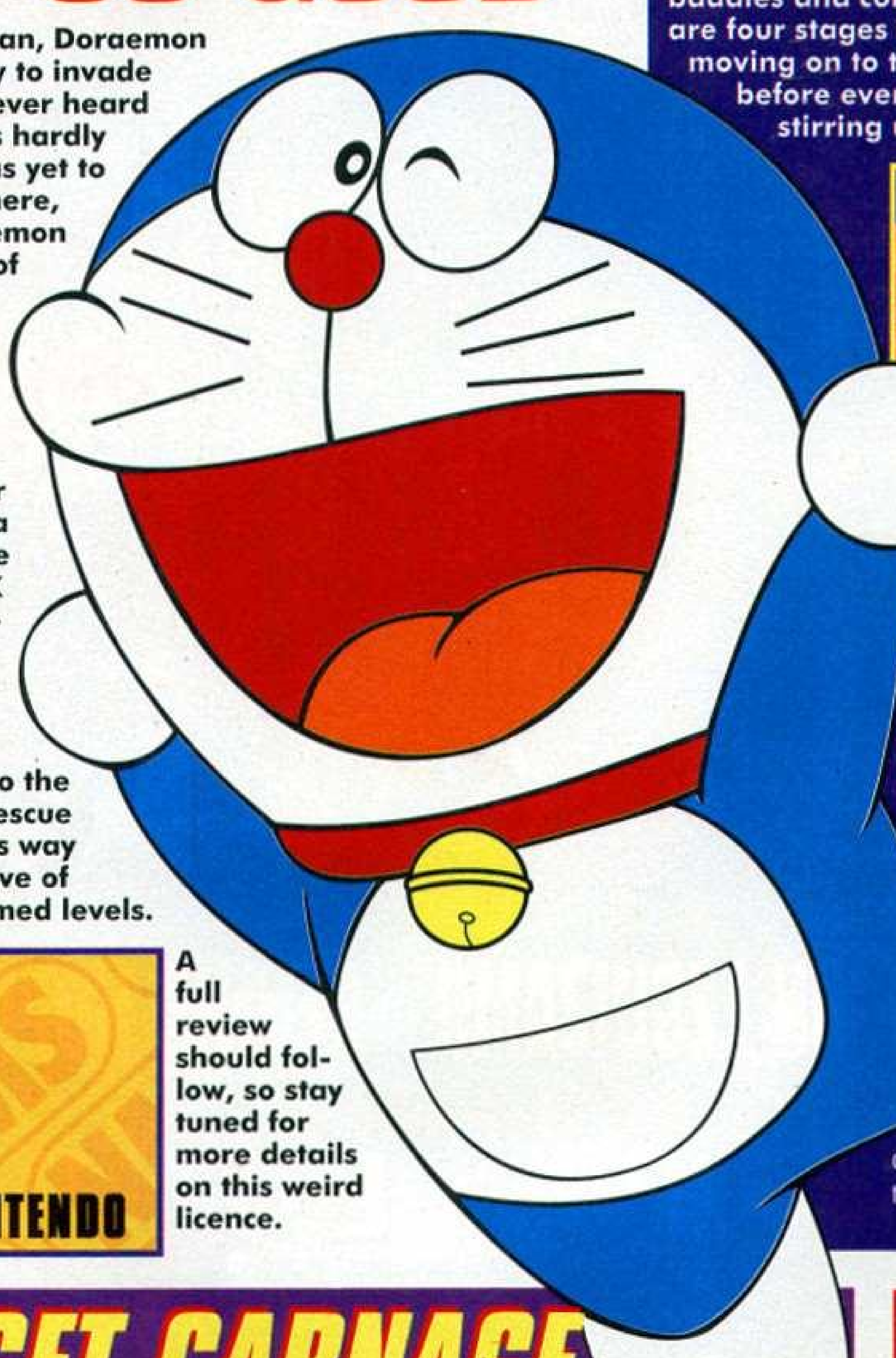
DORAEMON, SO FAR SO GOOD

A cult hero in Japan, Doraemon The Cat is ready to invade your Super NES. Never heard of him? Well, that's hardly surprising as he has yet to be launched over here, but basically Doraemon is a cat with loads of friends and is... well, very Japanese - in other words, he's very hard to describe. Still, he's popular enough for Kemco to develop a game, which will be available in the UK imminently. A platform affair;. Doraemon's mates have been kidnapped by an evil geezer, so it is up to the earless moggy to rescue them by making his way past wave after wave of alien-filled platformed levels.

A full review should follow, so stay tuned for more details on this weird licence.

NEWS DATA

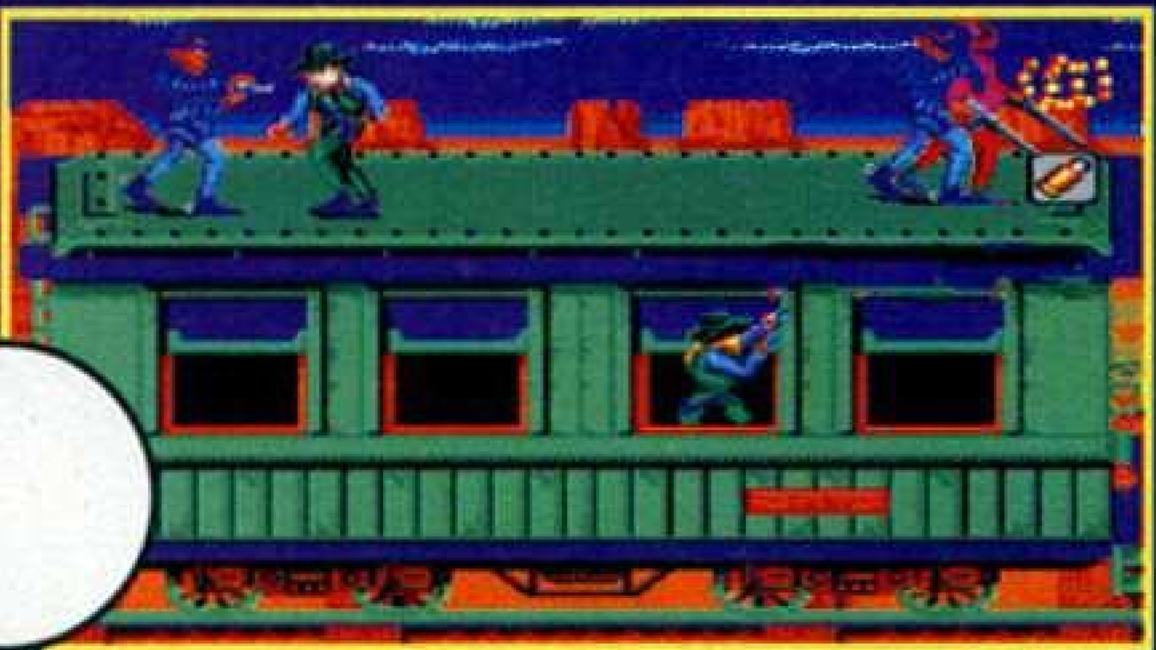
- NEW GAME
- BY:KEMKO
- SUPER NINTENDO

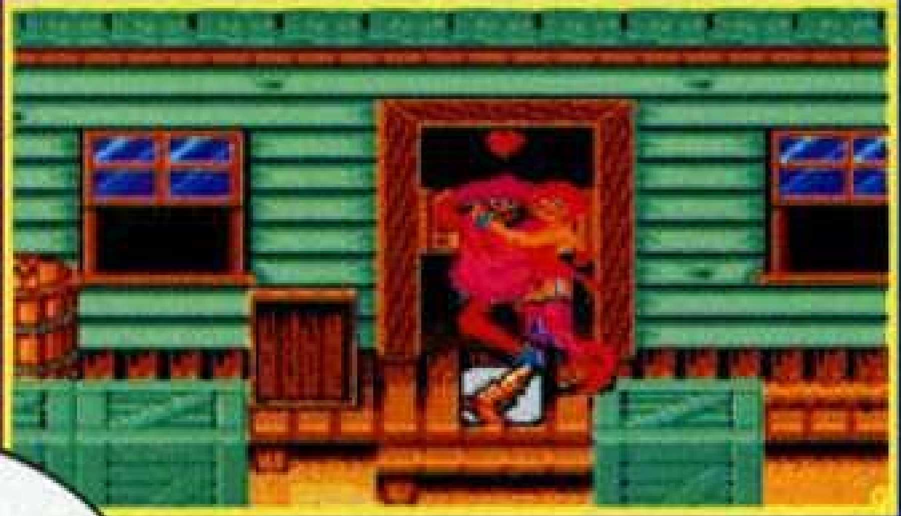


▲ My God! This cat has no ears. Call captain Beronko quick!

INTO THE SUNSET

Resembling Probotector with stetsons, Konami's Megadrive blaster Sunset Riders is currently undergoing a Super NES conversion. Cast as a cowboy (never!), the player wanders across the game's rootin'-tootin' scrolling stages, picking off baddies and collecting all manner of power-ups. In all, there are four stages to complete, starting in a town and eventually moving on to the back of a train for an all-action shoot-out - before eventually reaching the rustler responsible for stirring up the violence in the first place.





NEWS DATA

- NEW GAME
- KONAMI
- SUPER NINTENDO

THQ GET CARNAGE

A few months back, we ran a story stating that it seemed likely that Acclaim had snapped up the rights to Total Carnage. However, since then it seems that it will be THQ who will be bringing us the conversion of this excellent follow-up to Smash TV. What's more, THQ tell us that Starwing coders Argonaut are doing the conversion for them. Arrangements for a full Preview are currently under way.

NEWS DATA

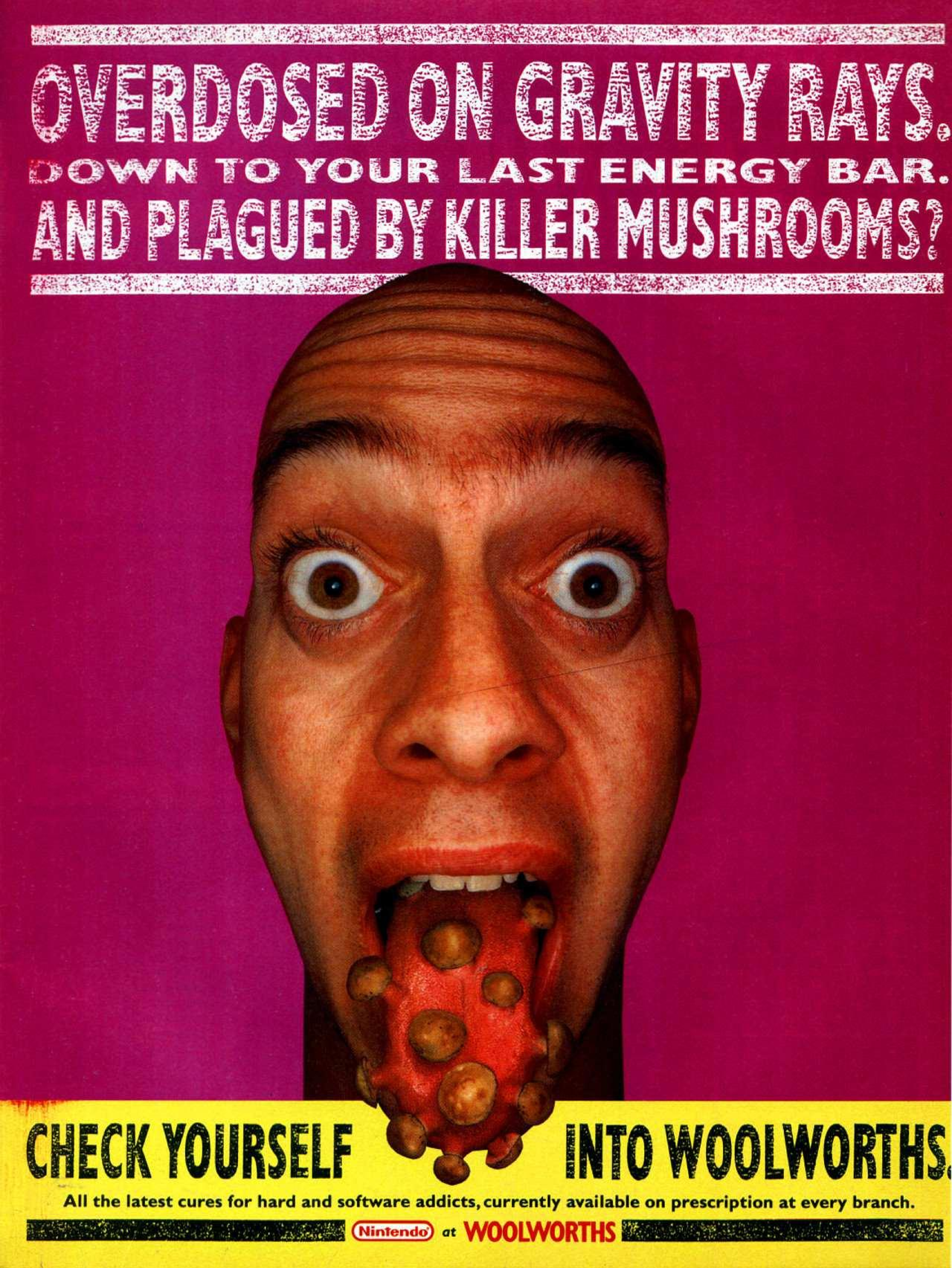
- NEW GAME
- THQ
- SUPER NINTENDO

HASBRO SIGN SF2

Just when you think the last SF toys have come and gone, Hasbro releases a wave of SF 'inspired' toys. However, it would be fair to say that Hasbro's toys have very little to do with the characters in the Capcom game. For instance, each of the eight characters now comes armed with mega-firepower in the shape of a huge laser cannon, and they also take to the streets in their specially-created Street Fighting mobile. Worth a look if you have to own anything SF2-related, but it smells like commercialism gone mad to us...

NEWS DATA

- TOYS
- HASBRO
- OUT SOON!



OVERDOSED ON GRAVITY RAYS.
DOWN TO YOUR LAST ENERGY BAR.
AND PLAGUED BY KILLER MUSHROOMS?

CHECK YOURSELF INTO WOOLWORTHS.

All the latest cures for hard and software addicts, currently available on prescription at every branch.

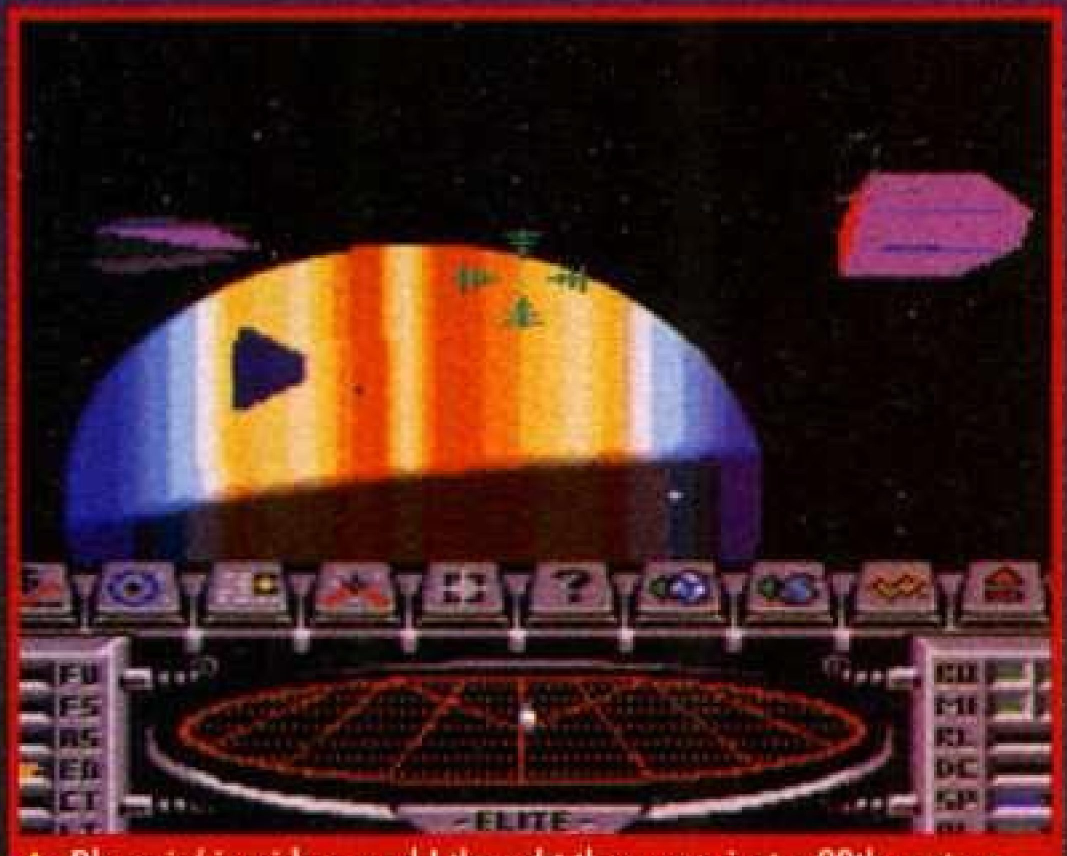
Nintendo at WOOLWORTHS

ELITE - FIRST SHOTS

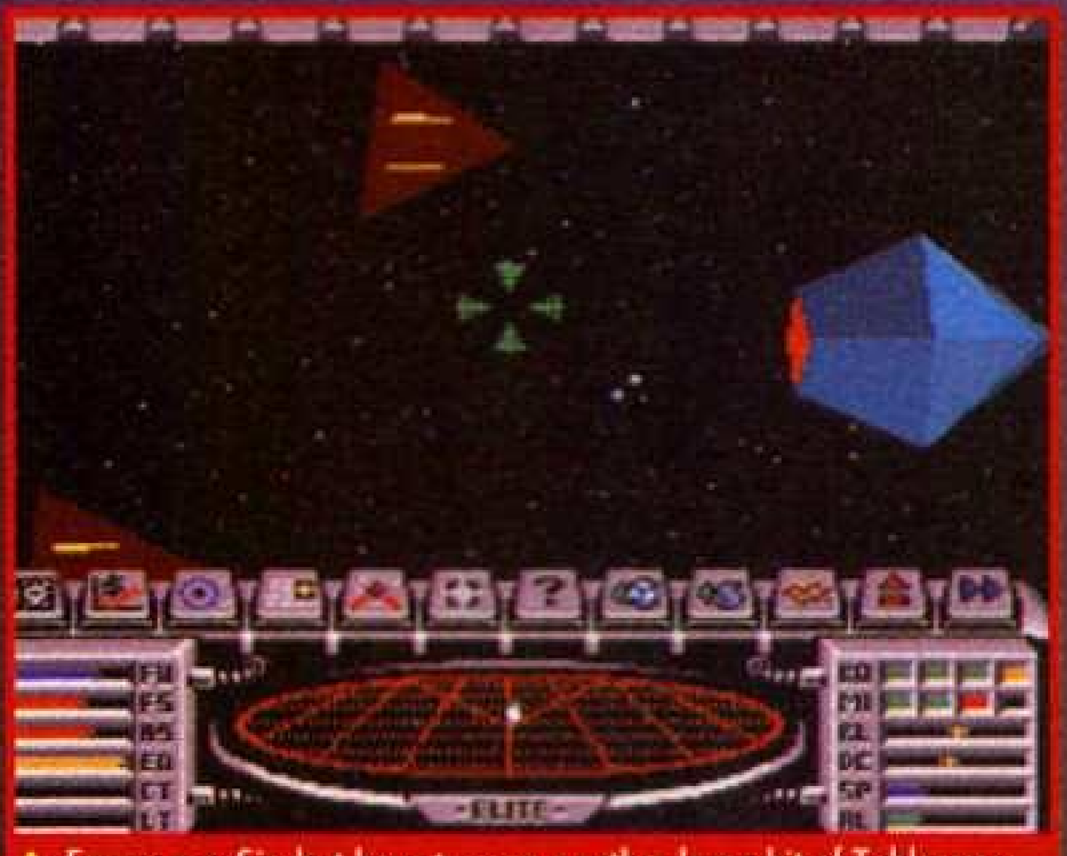
It's hard defining what makes a game worthy of classic status, but one which creates as much interest today as it did when it was originally released ten years ago must surely count. Well, after appearing on virtually every format known to man, Elite is finally set to dock on the Super NES - in what could be the ultimate version. Created by veteran development team, Hybrid, Super NES Elite contains all the features which made the original BBC micro version so popular whilst making the most of the console's superior capabilities to expand the game in every conceivable way.

Those of you who read our Exclusive news story regarding the conversion a few months back, will no doubt have been drooling over the thought of Super NES Elite and its use of the SFX chip. Well, NMS has had hands-on experience of the game and it seems that the game runs at its extremely fast and smooth pace WITHOUT the new Nintendo chip! Indeed, as we watched numerous asteroids and ships whiz by in formation in a game which uses both Mode 7 AND Mode 6 simultaneously, it was hard to imagine the wonder chip not being used! If you have never played Elite before, the game is a massive space opera which involves space dogfights, trading, gun-running and virtually every aspect of space travel you can imagine. As you work your way from a humble 'Harmless' rating through to 'Dangerous', 'Deadly' and, finally, 'Elite', numerous missions await you.

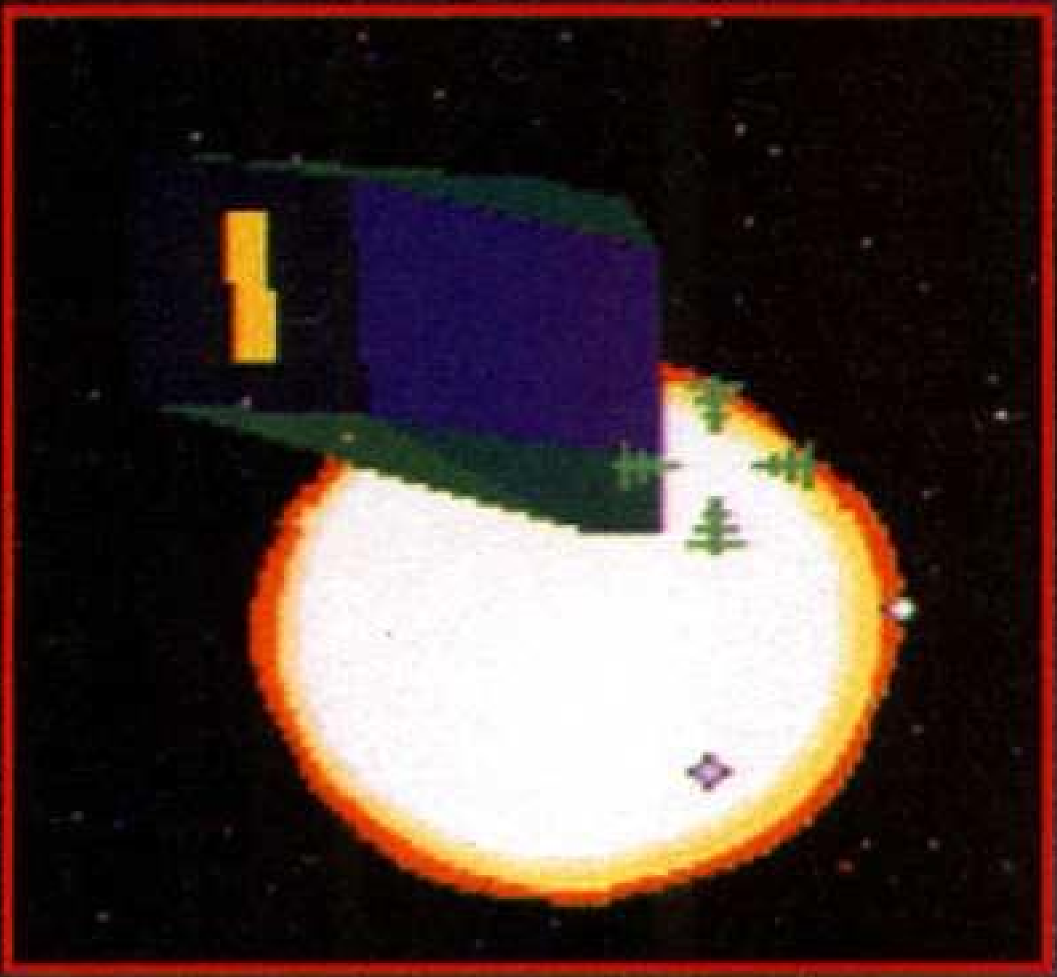
Super NES Elite has also had numerous ideas attached to the basic gameplay, and these include a 'Planet Buster' bomb which is added to your already-impressive collection of lasers, ECMs and assorted weaponry. In addition, if pirates are giving you grief, simply jettison a little of your cargo to get them off your tail. As of yet, no publisher has been signed for the conversion, but as soon as word gets round of this brilliant conversion, it's odds-on we'll have more news soon.

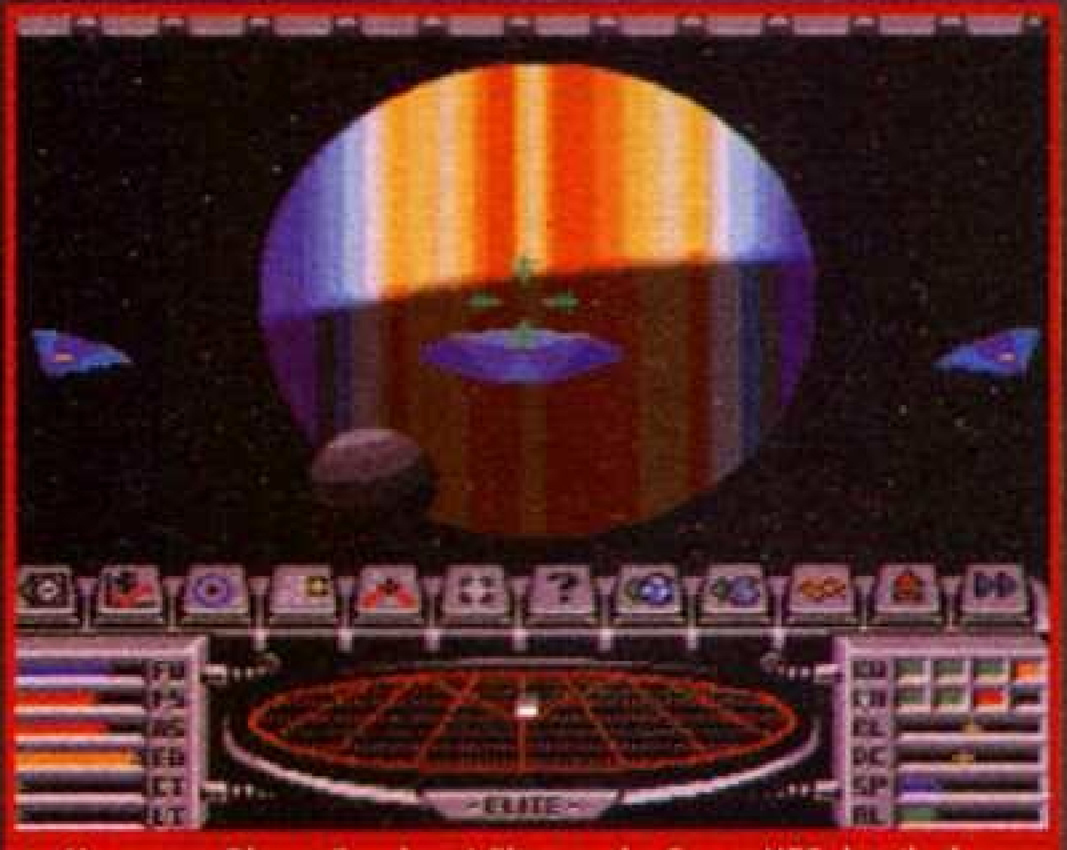


▲ Bloomin' joyriders, and I thought they were just a 20th century fad. Honestly, what is the galaxy coming to...

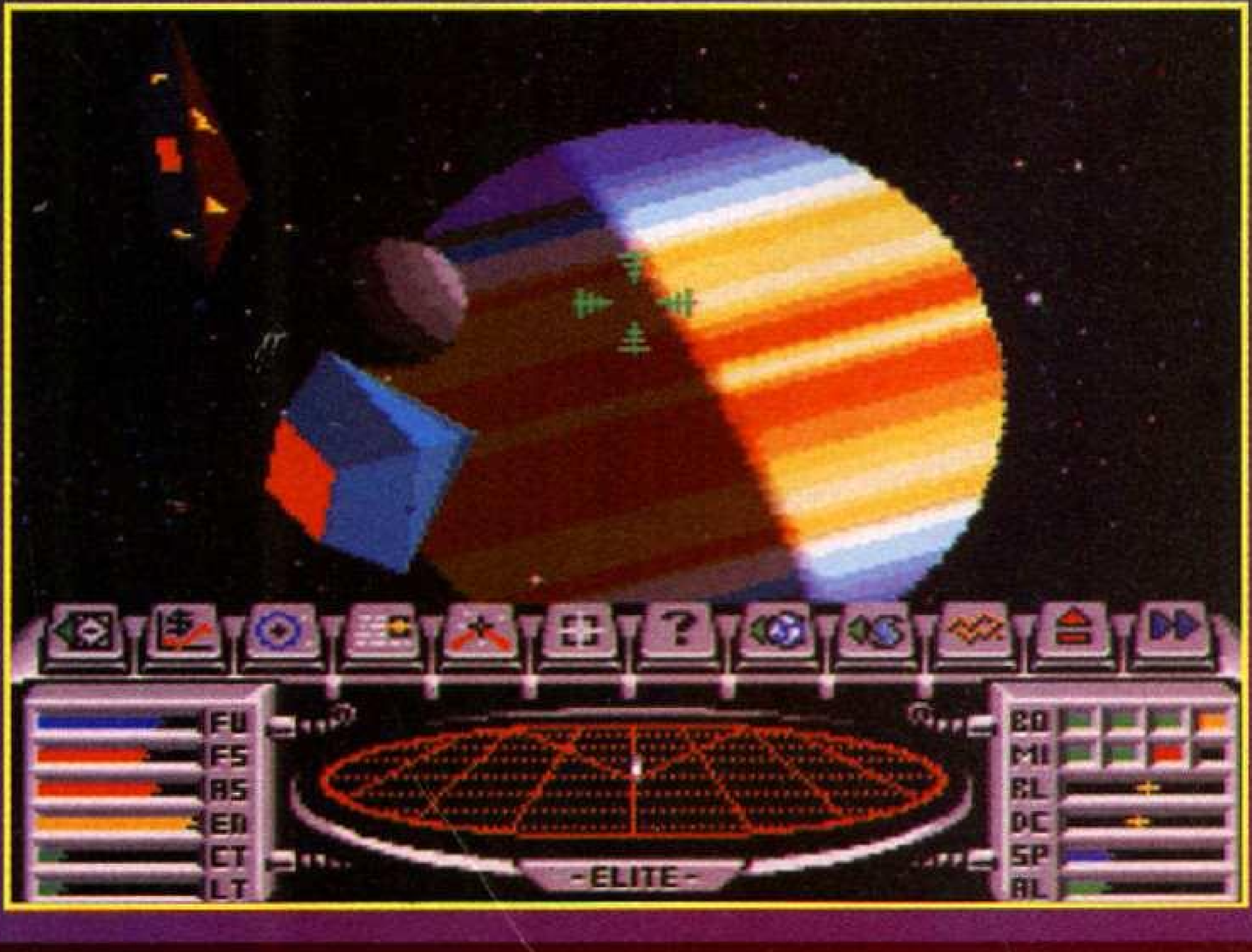


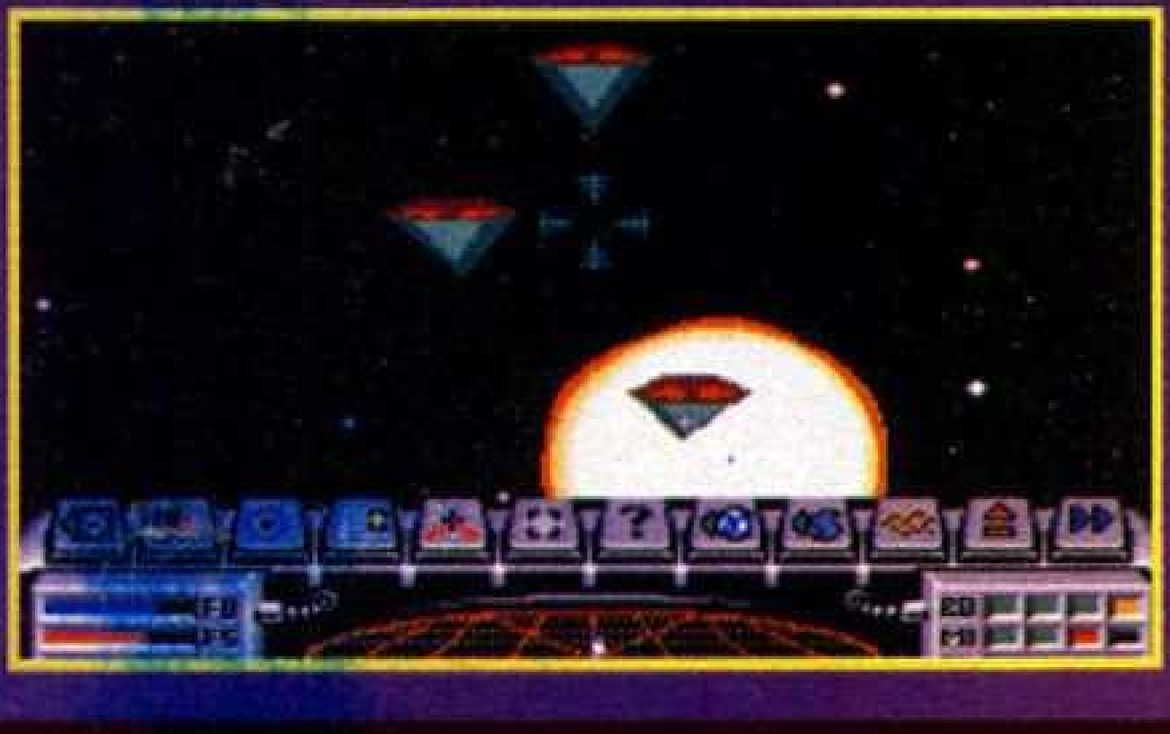
▲ Excuse me, Sir, but have to seen a rather large bit of Toblerone around here. Oh, don't worry, there it is.





▲ Hey, wow, Planet Freakout! Elite on the Super NES details the dangers of tie and die planets.

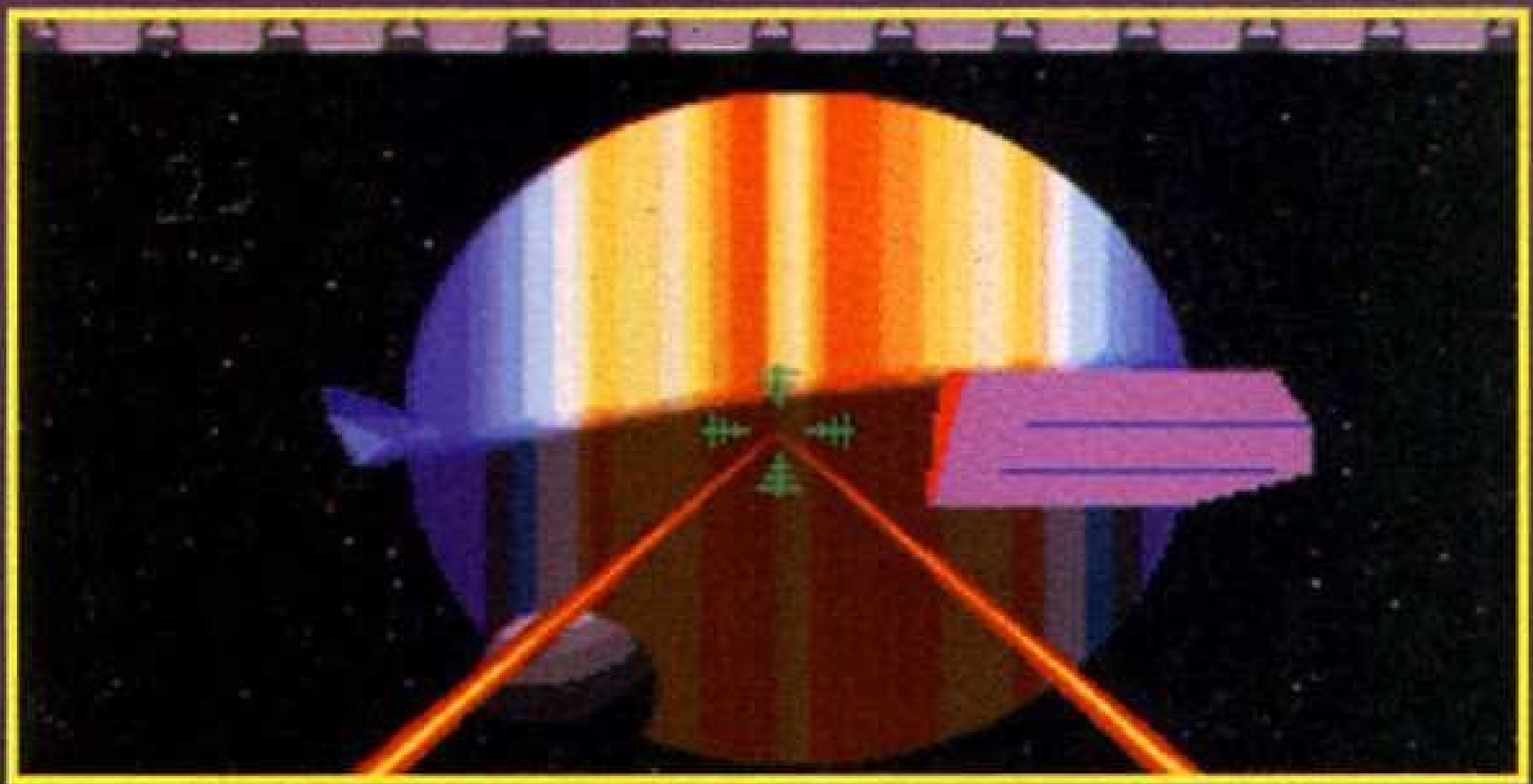




ON SUPER NINTENDO!

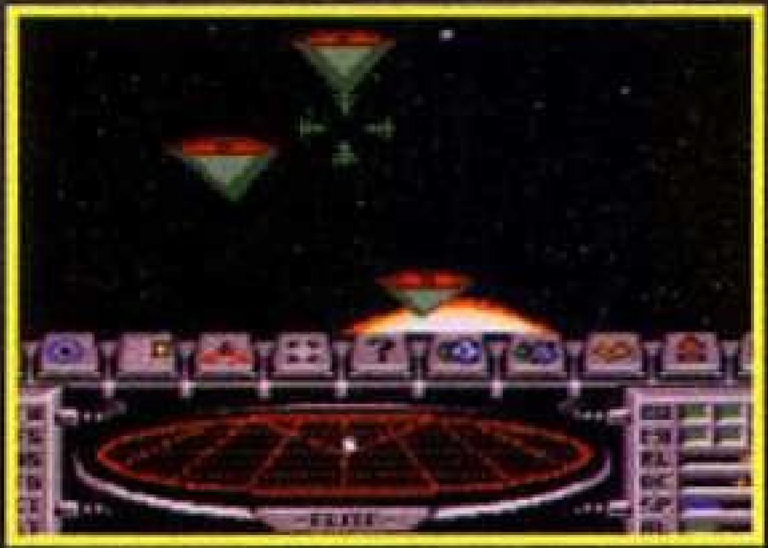
I'LL JUST GET ME SUITCASE FROM THE VAN...

As with the original game, Super NES Elite starts the player on the trading colony of Lave. From here, the quest begins with the player buying whatever they can to take elsewhere and sell for exorbitant profit. For instance, agricultural planets could probably do with some machinery, whilst technically-advanced planets could probably use some of the greenery you bought cheaply from the aforementioned farmers. Using your ship's computer to keep you briefed on the main attributes of each planet, it's easy to build up a large cash base and start to add items to your ship. It's not all plain sailing, though, and pirates float within the space lanes looking for easy pickings such as yourself, whilst the Police will be after you if you resort to selling narcotics or alcohol for a quick buck. It's certainly not easy being an inter-galactic Arfur Daley...



MY GOD, IT'S FULL OF STARS

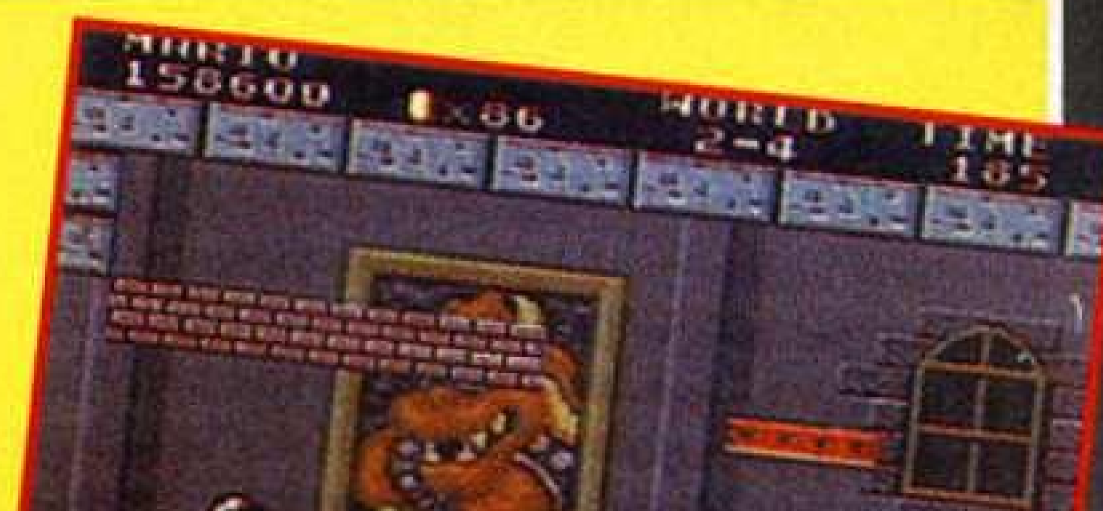
As you would expect, Super NES Elite is the most impressive-looking version of the game yet. As the many ships, spacestations and traders float by in detailed 3D, fully-shaded planets drift by in the background and suns shimmer and throw out the odd arc of fire. In addition, the trading scenes have also been touched up, and the Mode 6 control panels are clearer than before, with all the info you need regarding your status immediately available.



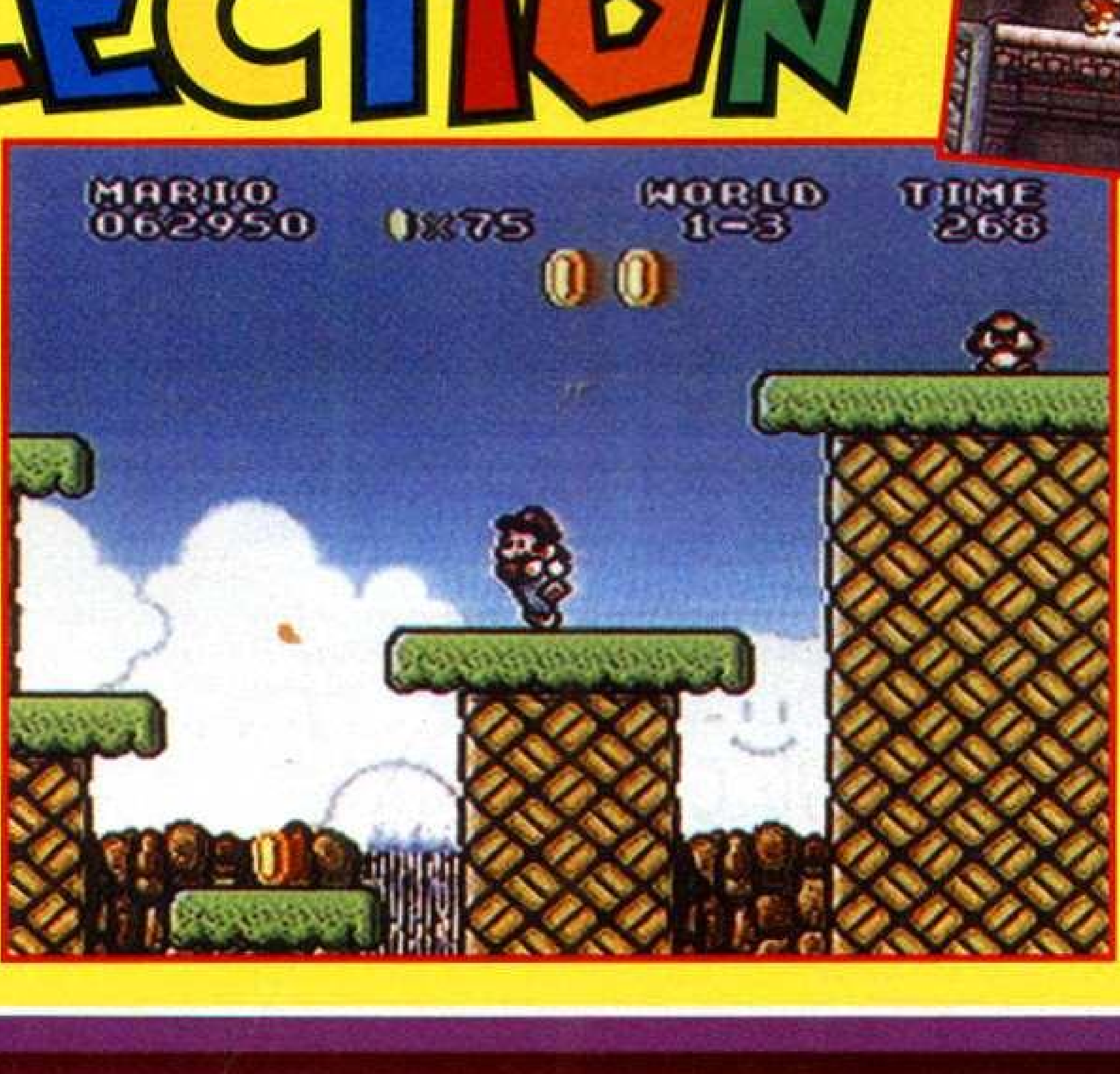
NEWS DATA

- NEW GAME
- TBA
- SUPER NINTENDO

SUPER MARIO COLLECTION



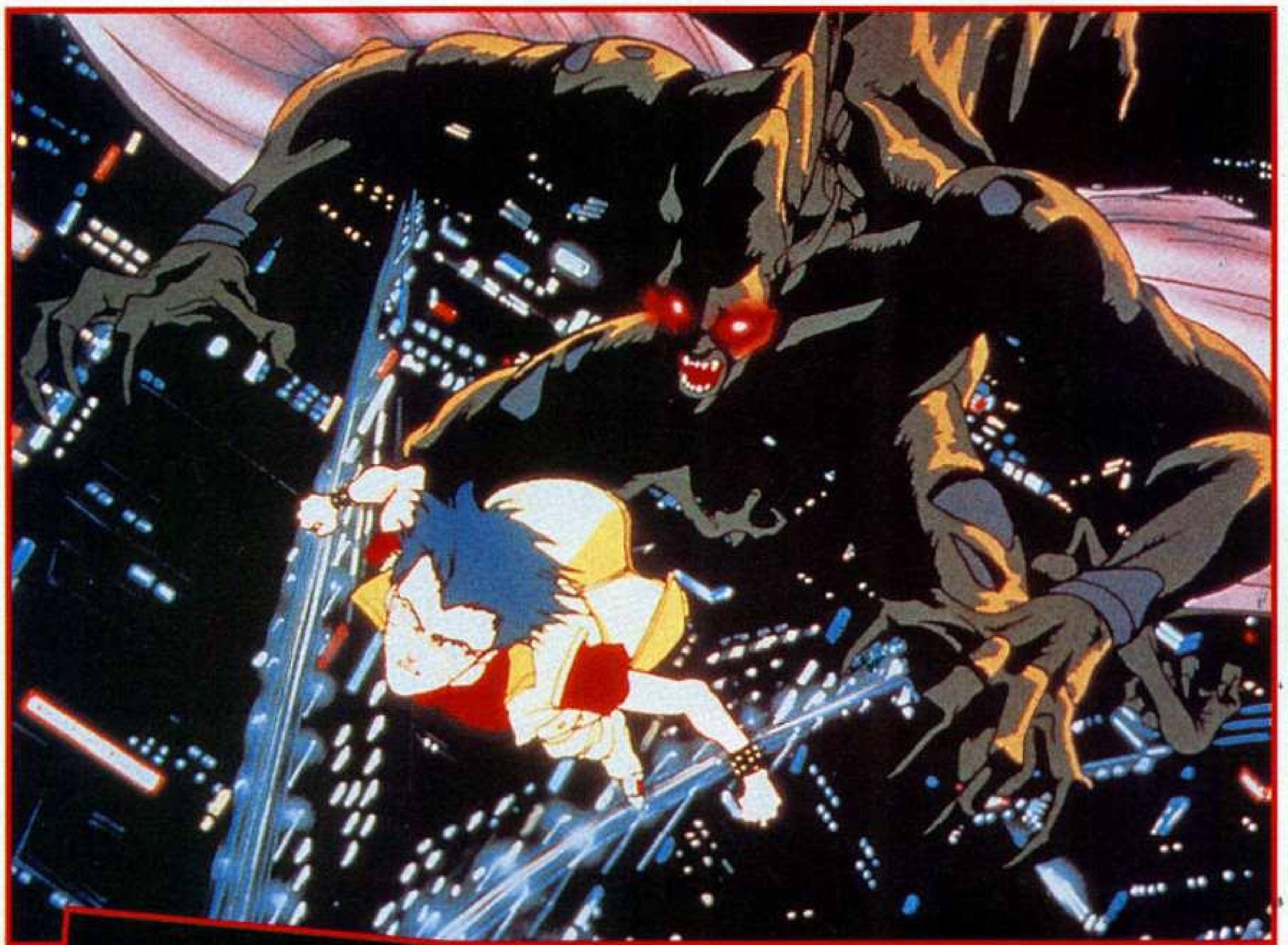
Huzzah! Mario is back, but rather than returning in an all-new Mario World, instead Nintendo have revamped the original NES Mario Bros game to take advantage of the Super NES' better capabilities. In all, this means there are four bouts of Mario lunacy on the one cart, ranging from the original Super Mario Bros to the previously-unreleased Mario Bros 2 (the NES game released here as Mario 2 was actually an existing platformer which had the Mario and Princess sprites dropped in). Hopefully, a full review should follow next issue.



NEWS DATA

- NEW GAME
- NINTENDO
- SUPER NINTENDO

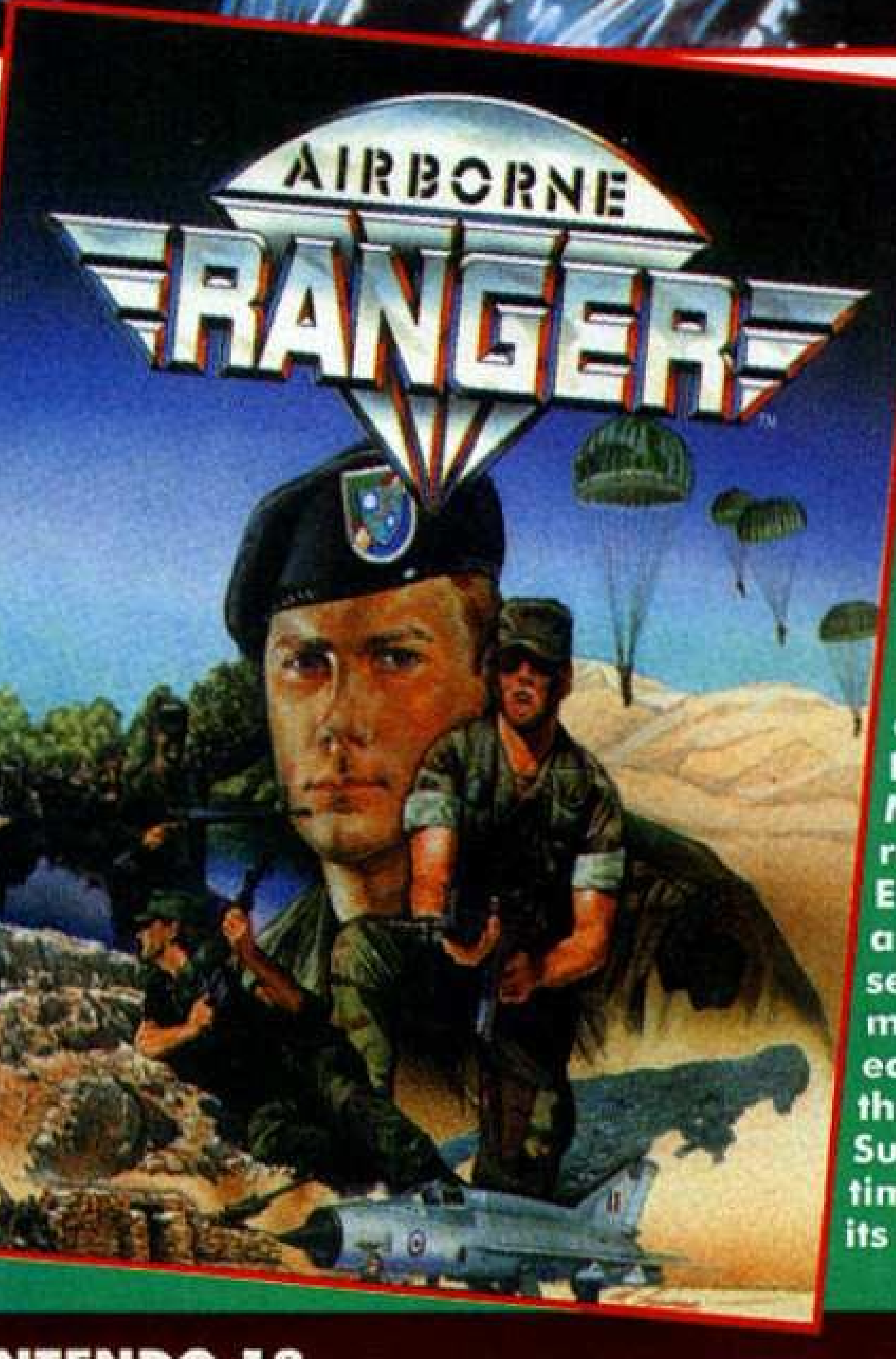
MORE MANGA



The latest Manga releases include the stunning Legend Of The Demon Womb, which is the 18 certificate sequel to the equally-grisly Legend of The Overfiend, and Lensman which is a PG affair. Demon Womb is a rather grim horror tale of a young man's struggle to come to grips with his newly-inherited demonic side, whilst Lensman is about a young farmer who is given the task of looking after a small lens which contains essential battle details of a massive space fleet. Both are out now and retail for a very reasonable £12.99, and true to form Blagman's got hold of a load to giveaway this issue!

NEWS DATA

- FILM
- MANGA
- RELEASE:JULY



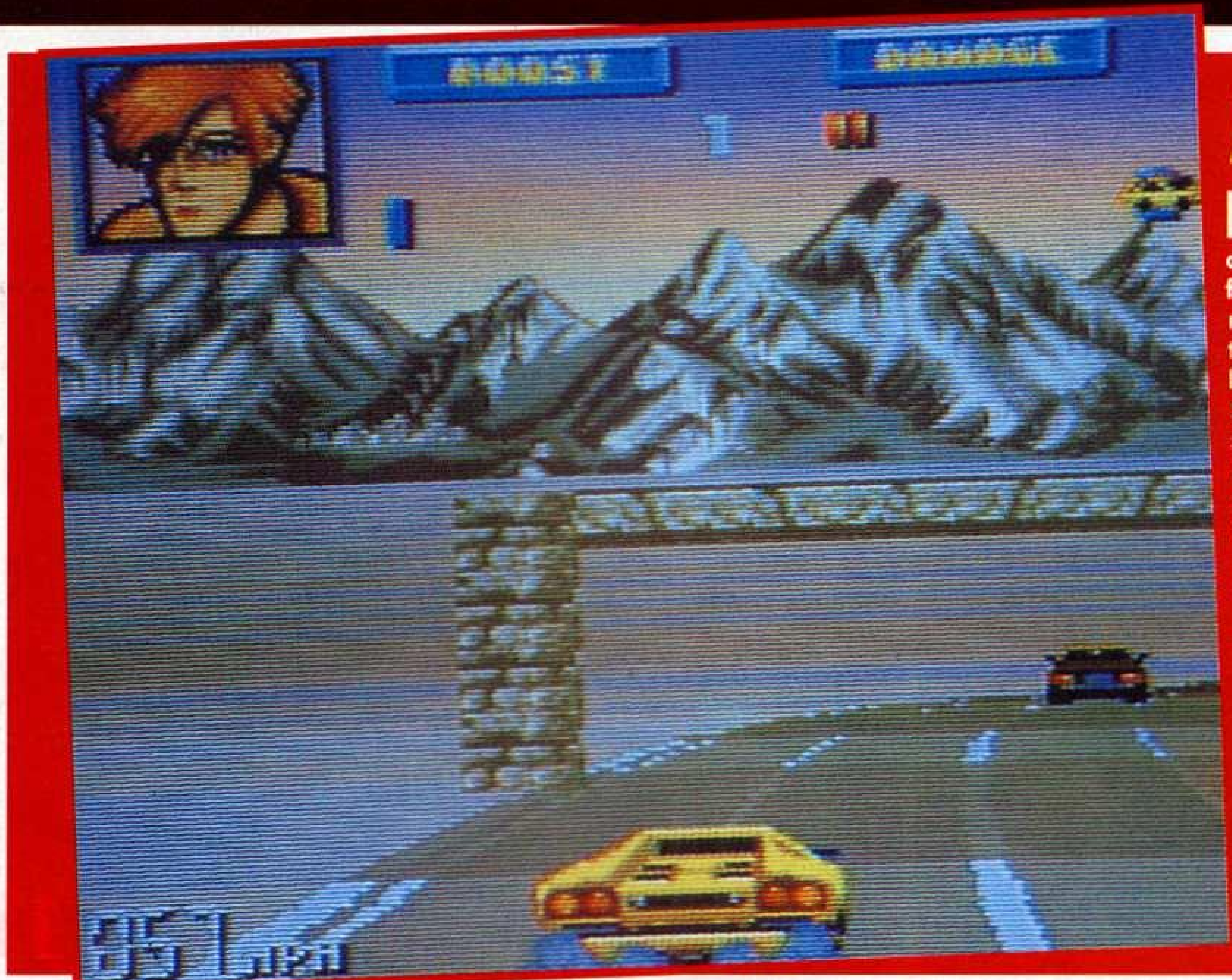
MICROPROSE DIG DEEP

Fancy donning the combat fatigues of a top-notch commando as he is dropped into a series of dangerous scenarios? No? Oh well, Airborne Ranger won't be for you then. For the rest of us, though, Microprose's arcade-cum-strategy romp could be just the thing for all you one-man armies out there. Played over a scrolling 3D play area, Airborne Ranger allows the player to pick up a certain weight of weapons before embarking on a number of missions. These range from freeing hostages to completely destroying a base, and the weapons you select should be chosen accordingly. In its original C64 form, Airborne Ranger won a smattering of applause, but only time will tell how good this new, improved Super NES version will be. Stay tuned.

Going even further back in computer game history, Microprose have announced a conversion of the classic C64 platformer Impossible Mission! Ranking alongside Elite and Dropzone in all-time classic status, Impossible Mission follows the fortunes of Agent 4124 as he battles through the multi-roomed domain of evil genius Elvin Atombender. Elvin is currently holding the world to ransom with a huge bomb, but it is known that the deactivation sequence has been left in puzzle form around the madman's lair. Avoiding the many robots within each room, Agent 4124 is set the task of retrieving the pieces and using them against Atombender. The Super NES conversion is at a very early stage at the time of writing, but a full - Exclusive - preview is on its way.

NEWS DATA

- NEW GAMES
- BY:MICROPROSE
- RELEASE:TBA



TITUS REV UP

Based on their Crazy Cars III Amiga game, Titus are currently working on Lamborghini American Challenge for the Game Boy and Super NES. A race through America's many states, the Game Boy version is basically a Pole Position-style affair, whilst the Super NES game is set to boast a split-screen two-player mode, and will also be Super Nintendo Scope compatible - just don't ask us how the Scope comes into play in a racing game. A November date has been set, but we'll keep you up to date on its progress.

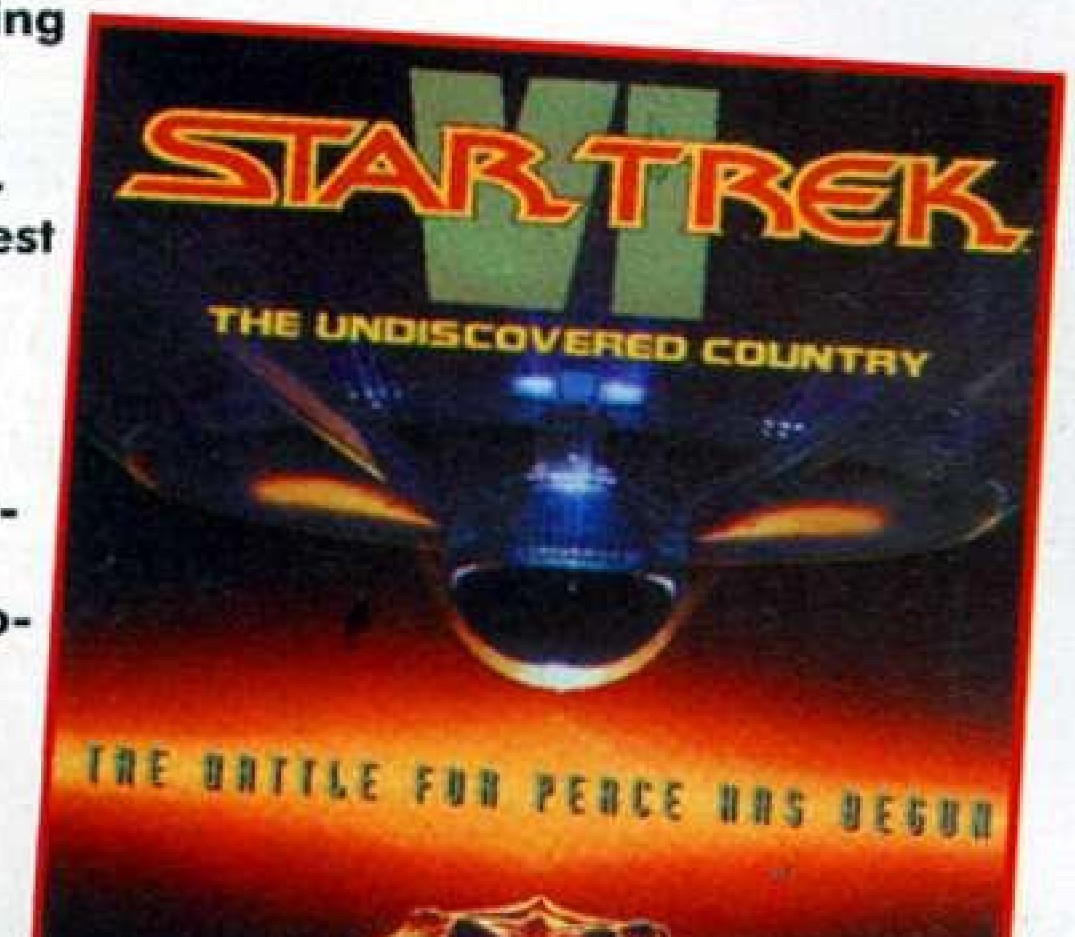
NEWS DATA

- **NEW GAME**
- **BY:TITUS**
- **RELEASE:NOV**

WIN! WIN! WIN! STAR TREK VI VIDEOS!

Space, the final frontier... To celebrate the recent sell-thru release of Star Trek VI: The Undiscovered Country, CIC Video are generously giving away five copies of the film and five T-shirts to NMS readers. Billed as the best of the Star Trek films, The Undiscovered Country sees Kirk framed for the murder of a Klingon peace party, and co-stars the likes of Iman, Christian Slater and the rest of the Star Trek posse. To win one of the vids or T-shirts, simply answer the following - oh-so-easy - question:

What's the name of the Enterprise's engineer? Is it: a) Scotty b) Snotty c) Botty. Send your entry to OOH ME KLINGONS COMP, NMS, EMAP IMAGES, 30-32 FARRINGDON LANE, LONDON, EC1 3AU. Normal compo rules apply, and a Vulcan neck grip thingy goes out to anyone cheating...



NEWS DATA

- **COMPETITION**
- **BY: CIC VIDEO**
- **RELEASE:OUT NOW**

...NEW IN BRIEF...

ON THE (PIN)BALL

Word reaches us of a new Pinball game under development at Microprose's Tetbury HQ. According to Microprose, the game will boast 'something very different' than other pinball sims. Mode 7 3D pinball game anyone?

CAPTAIN MARVELLOUS!

Mindscape have just announced that they are to be releasing a game based on the exploits of Marvel's Captain America for the Super NES. This is such a recently-acquired licence, however, that Mindscape themselves don't actually know what they are going to do with the game - although a conversion of Data East's is definitely being looked at. As such, there are no details regarding a release date, but a full preview is being sorted as you read this.

FLYING TONIGHT

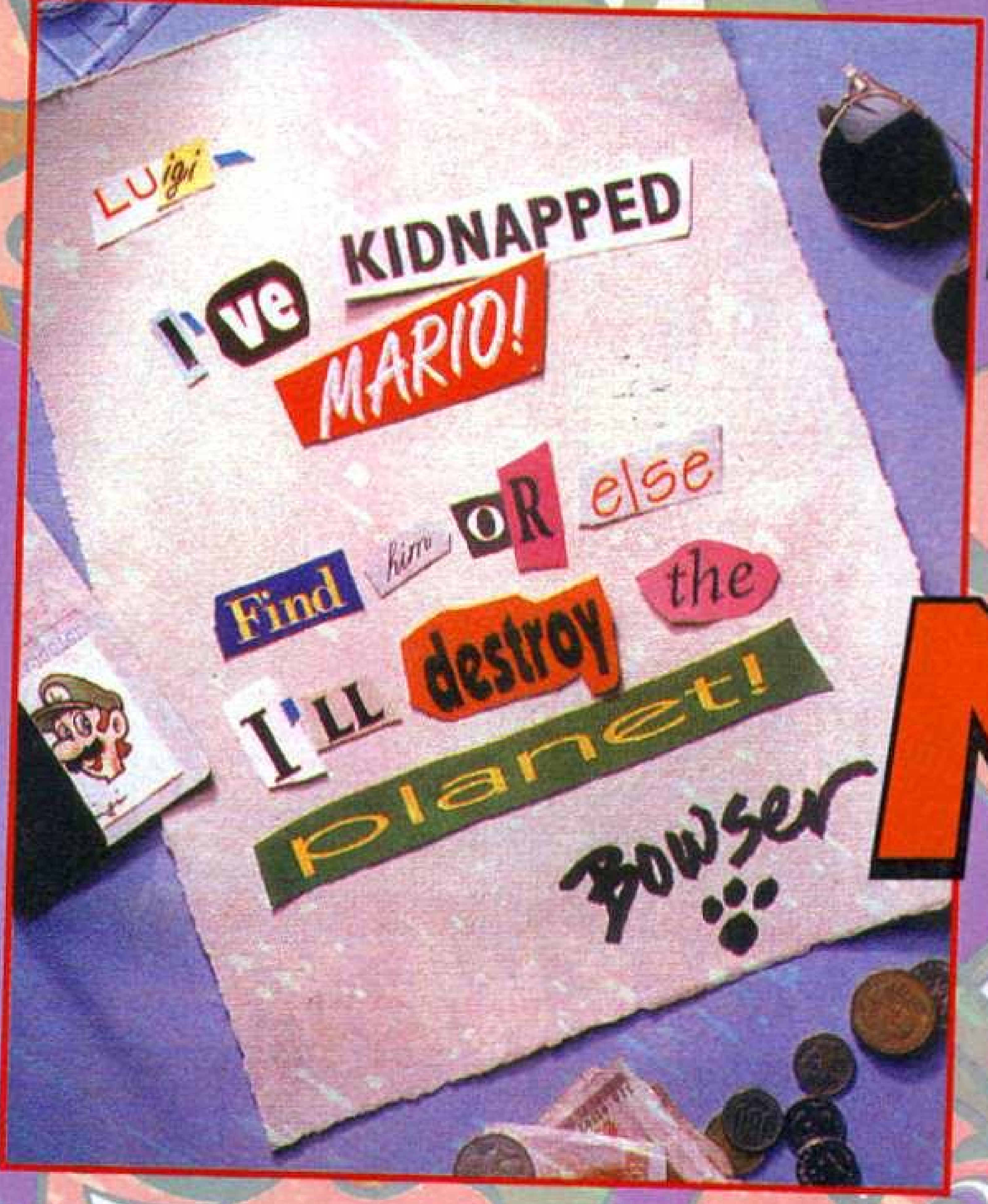
The sequel to one of Microprose's earliest flight sims, Solo Flight II will soon be touching down on the Super NES. Microprose themselves are handling the conversion, and are currently battling to expand the game as much as possible. In its C64 form, Solo Flight II set the player the job of performing a set number of manoeuvres in their glider, whilst giving them the chance to earn bonus points for style and daring. Microprose aim to use Mode 7 to bring the game bang up to date, and are adding countless more features to the basic C64 game. Screenshots will follow as soon as possible.

WHAT A BEAUTY

Disney games are becoming big business, and Hudsonsoft are the latest Soft Co to join Walt's ranks by signing the rights to Beauty And The Beast. Once again, Hudsonsoft's long-term developing associates, Probe, are the team behind the game and the platform-fest is scheduled for a Super NES and NES release - but when we know not. Rest assured we'll be keeping close tabs on this one, because we think it could be rather flippin' good...

BY: MINDSCAPE PRICE: TBA MEG: 8

MA I MIS



Luigi -

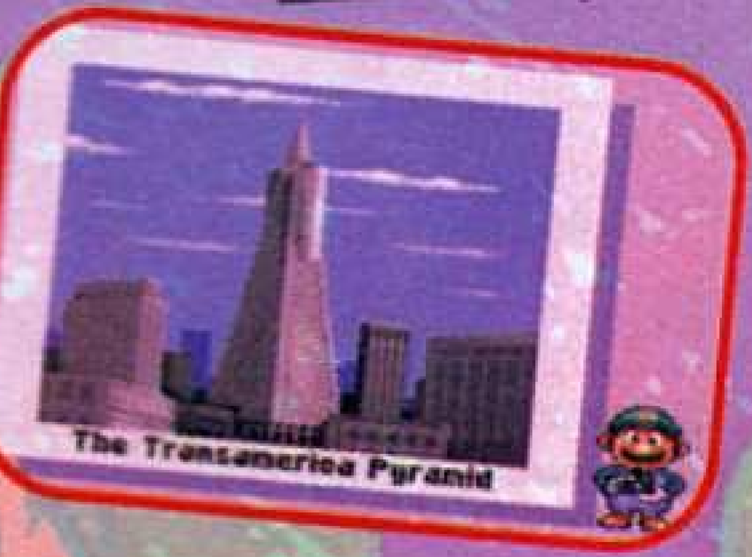
I've KIDNAPPED MARIO!

Find him OR else I'LL destroy the planet!

Bowser

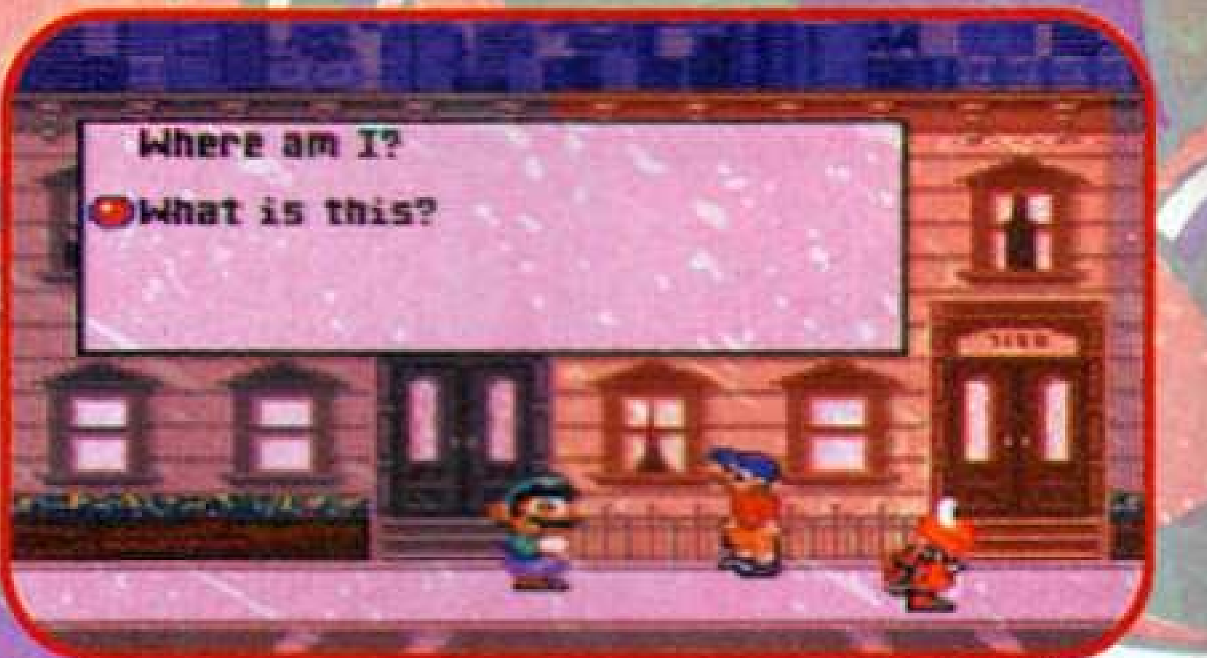
Everybody knows educational software's boring, right? Mindscape, however, have different ideas. Combining key elements from Super Mario World, Mindscape's Mario Is Missing could be a refreshing change from the dull educational packages released in the past. As the title implies, Mario has gone AWOL, and Bowser is the baddy behind his disappearance. So, with Mario missing, it's up to Luigi to rescue him.

Luigi's task takes him across five of the world's cities - including Moscow and Rome - and his aim is to traverse each city solving the problems which will eventually lead him to Mario. As Luigi makes his way through the five areas, it becomes apparent Bowser has been meddling with the likes of the Sistine Chapel. Stolen parts are held by the Koopas who also roam the city, and are retrieved by leaping on the shelled foes in customary style. Once retrieved, the objects are taken to Daisy. She gives Luigi details on the historic area - whether it's the Golden Gate Bridge or the Colosseum - and tests him on how much he absorbed. In addition passers-by also carry useful titbits of info. Mario Is Missing is virtually complete and certainly looks a lot better than most 'Edutainment' software. A full review will follow next month.



THE GANG'S ALL HERE

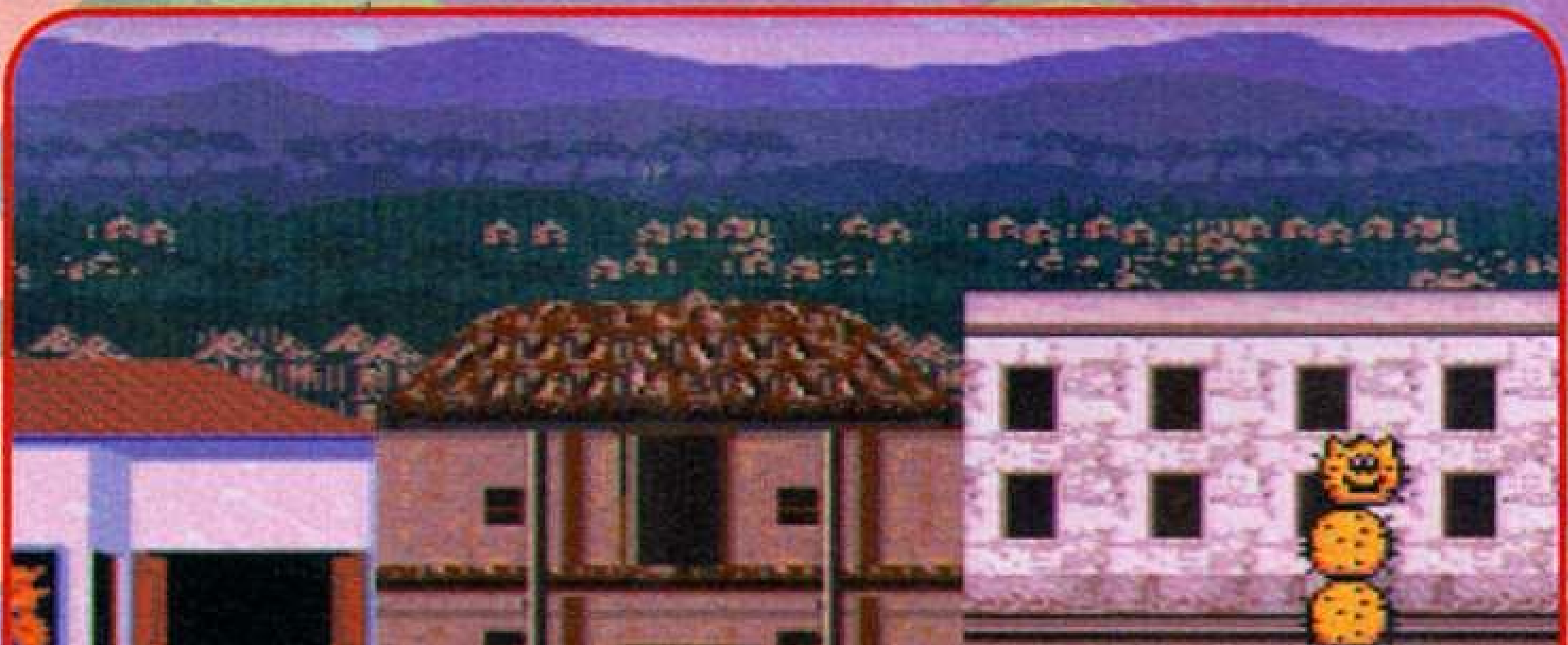
With Luigi obviously taking the starring role (well, Mario IS Missing, after all!), he's ably assisted by old faves such as Daisy, an army of Koopas, and Yoshi. Daisy - and what appears to be a series of clones - has found employment as a receptionist at the Sistine Chapel and other important landmarks, whilst Yoshi is used to collect Luigi by moving the green lizard across the map until he locates Luigi's whereabouts - a section which also improves the user's geography.



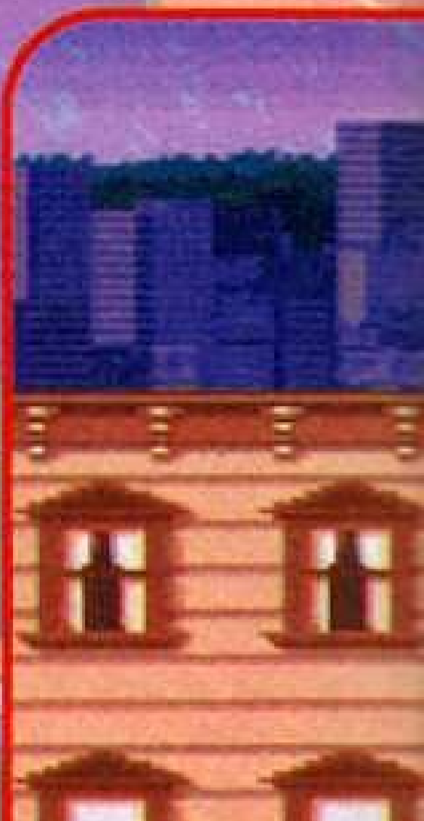
Where am I?

What is this?

▲ Luigi finds a piece of paper which suffers from amnesia. Or summink.



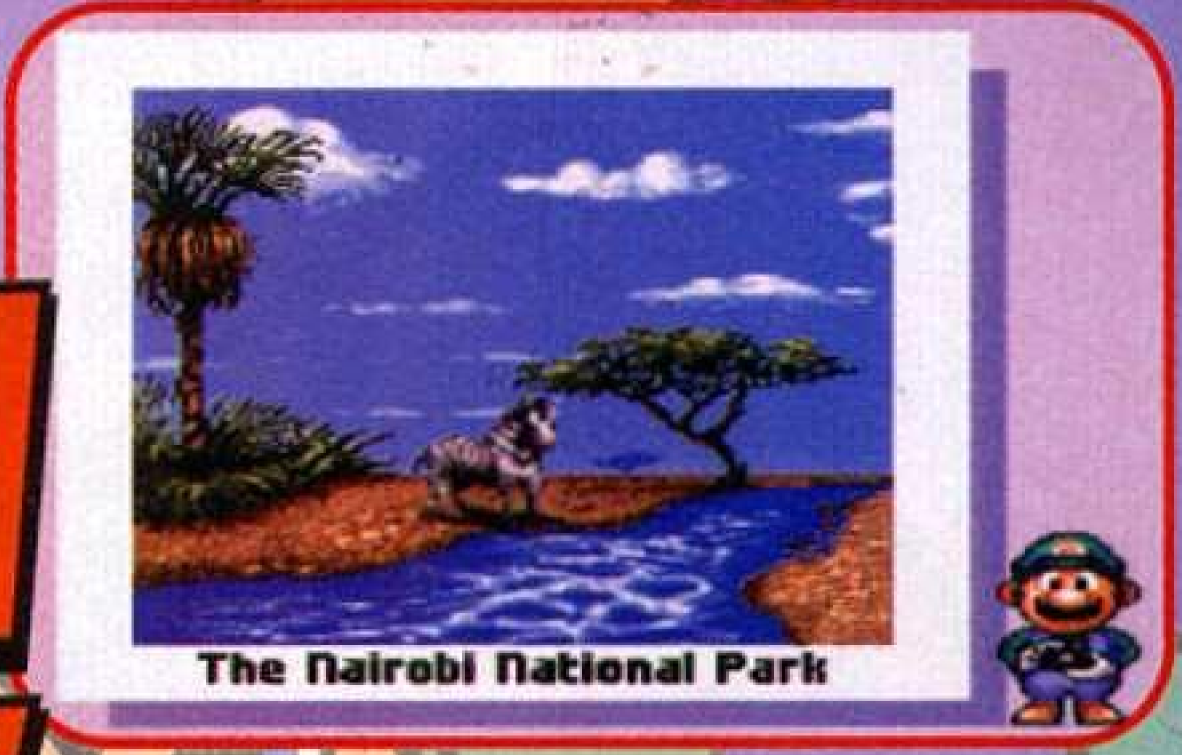
▲ It's typical isn't it. You go on holiday to Italy to get away from things and bump into someone from Mario World. Tcchh!

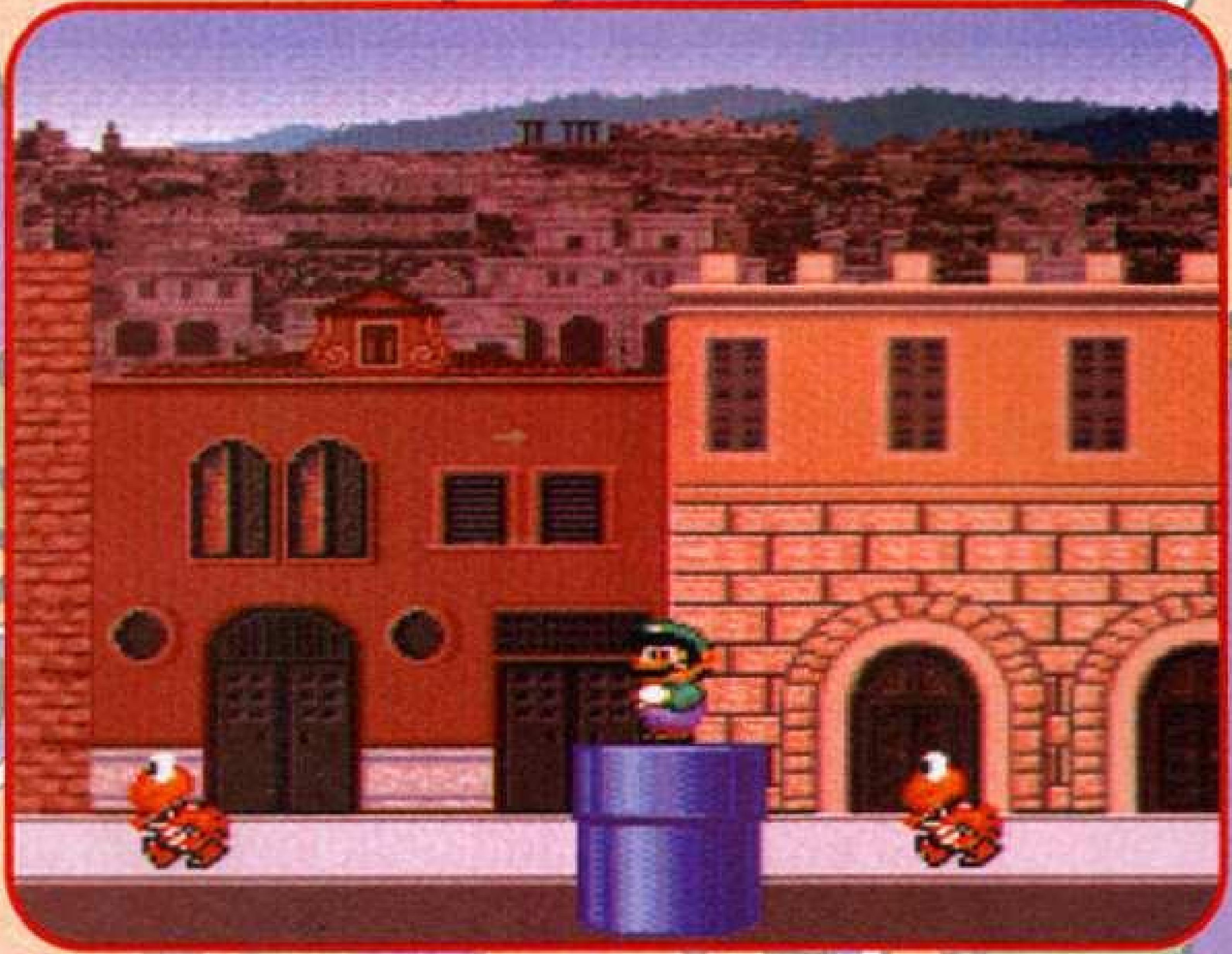


RIO S SING!

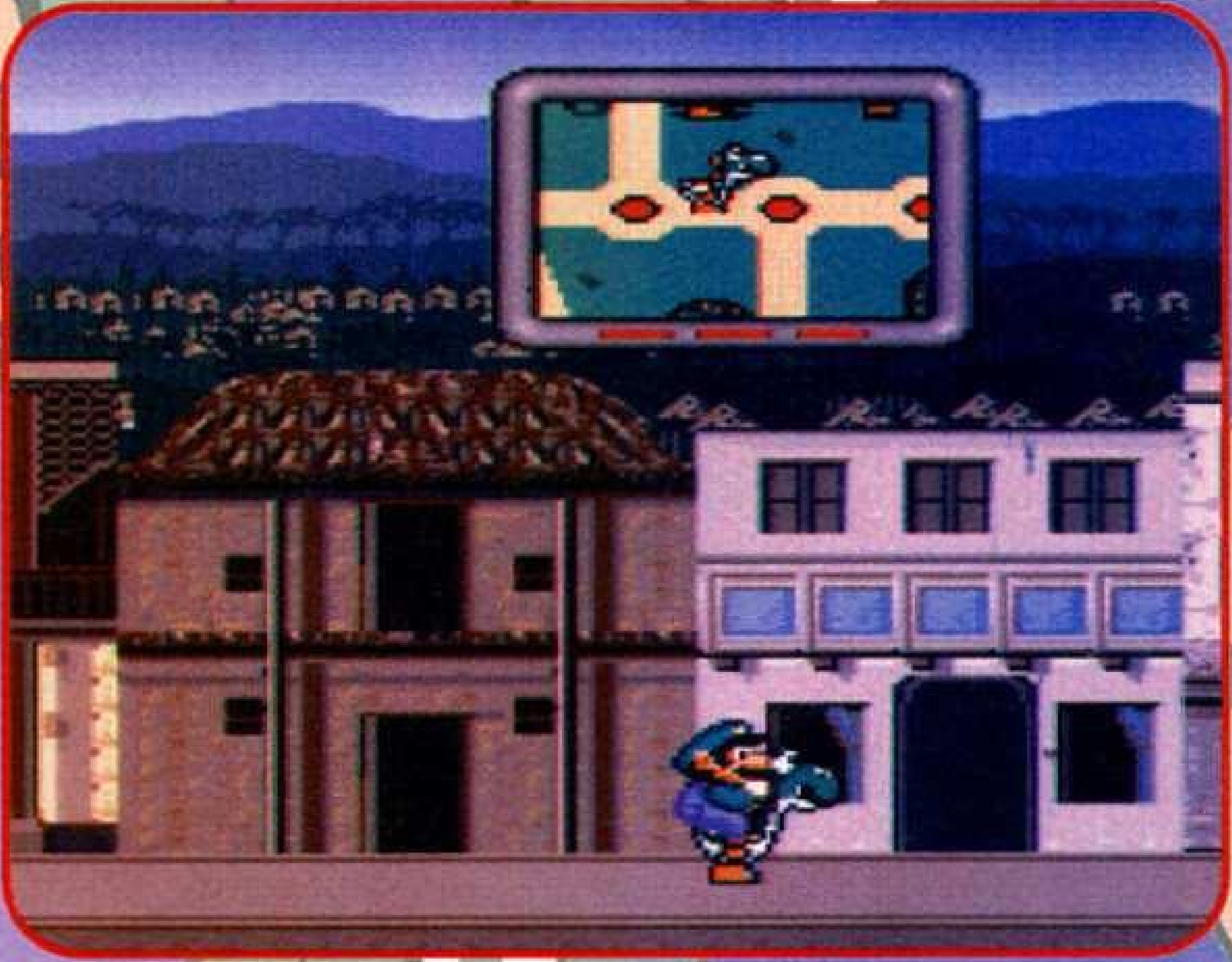
NEW-FANGLED COMMUTER-TYPE THINGS

Luigi's task is aided by a handy computer he carries. Accessed via the Select button, the computer screen appears detailing its options. These include a chance to peruse the pictures he is given after an item is successfully returned, a database of who he has spoken to, a map of the city he is currently in, and the oddly-named Globulator which summons Yoshi to collect him.

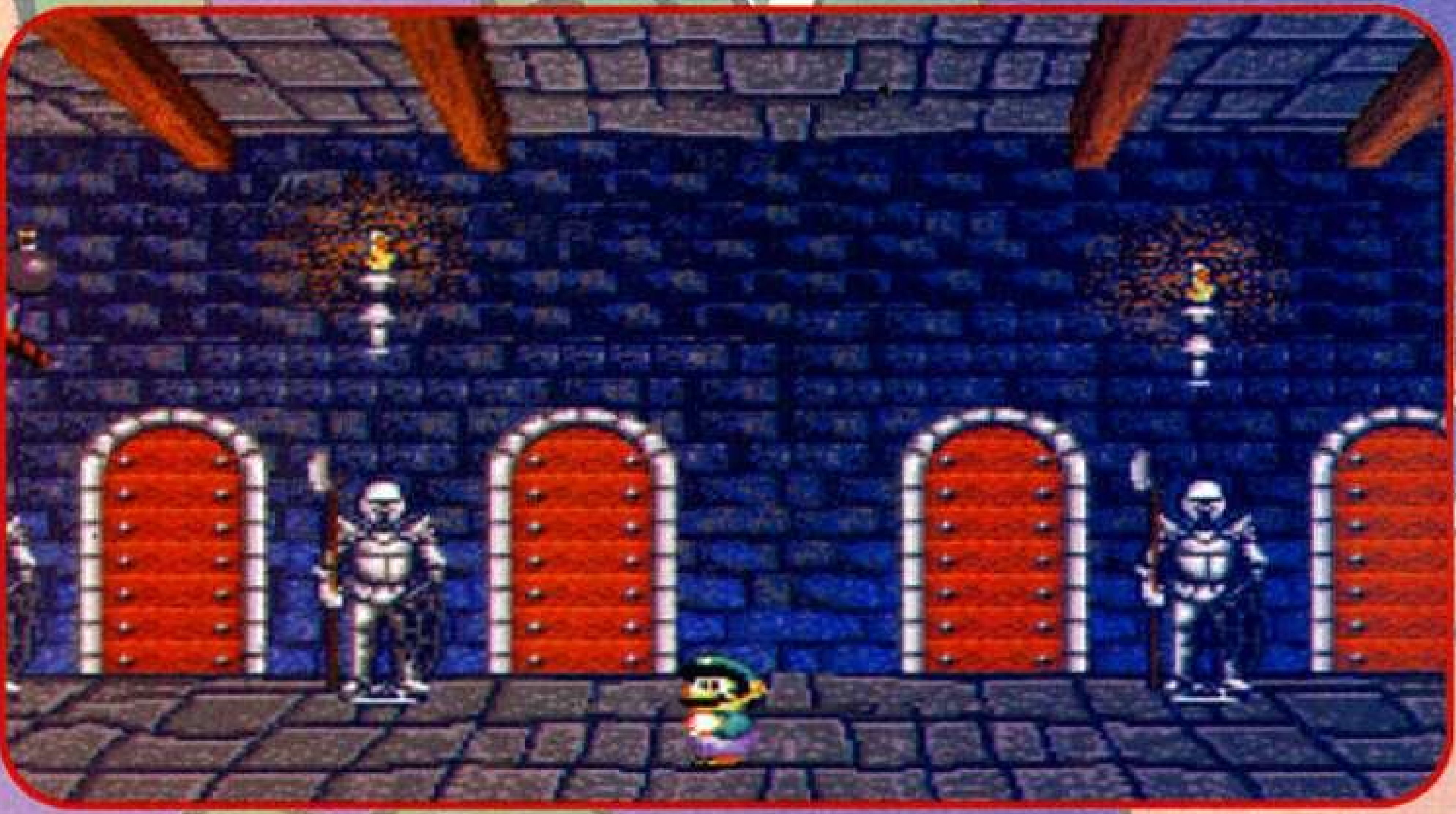




▲ Hee-heee-heee! I'm the king of the castle, and you're the dirty rascal.



▲ Oh go on, just carry me to the end of the road, Yoshi. You always carry Mario. It's not fair...



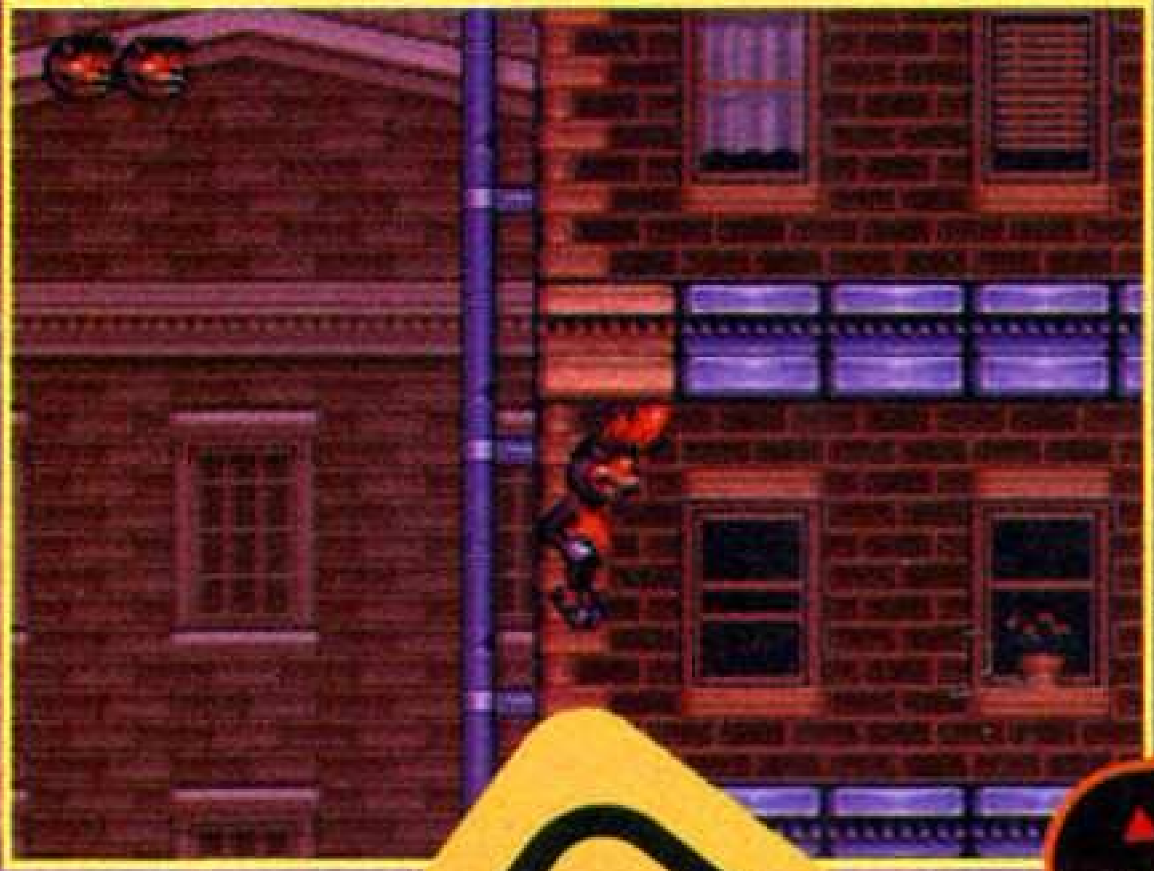
▲ In the corridor of Bowser's castle Luigi pondered on how, of all the pics Steve went to the bother of getting, Dave chose this one.

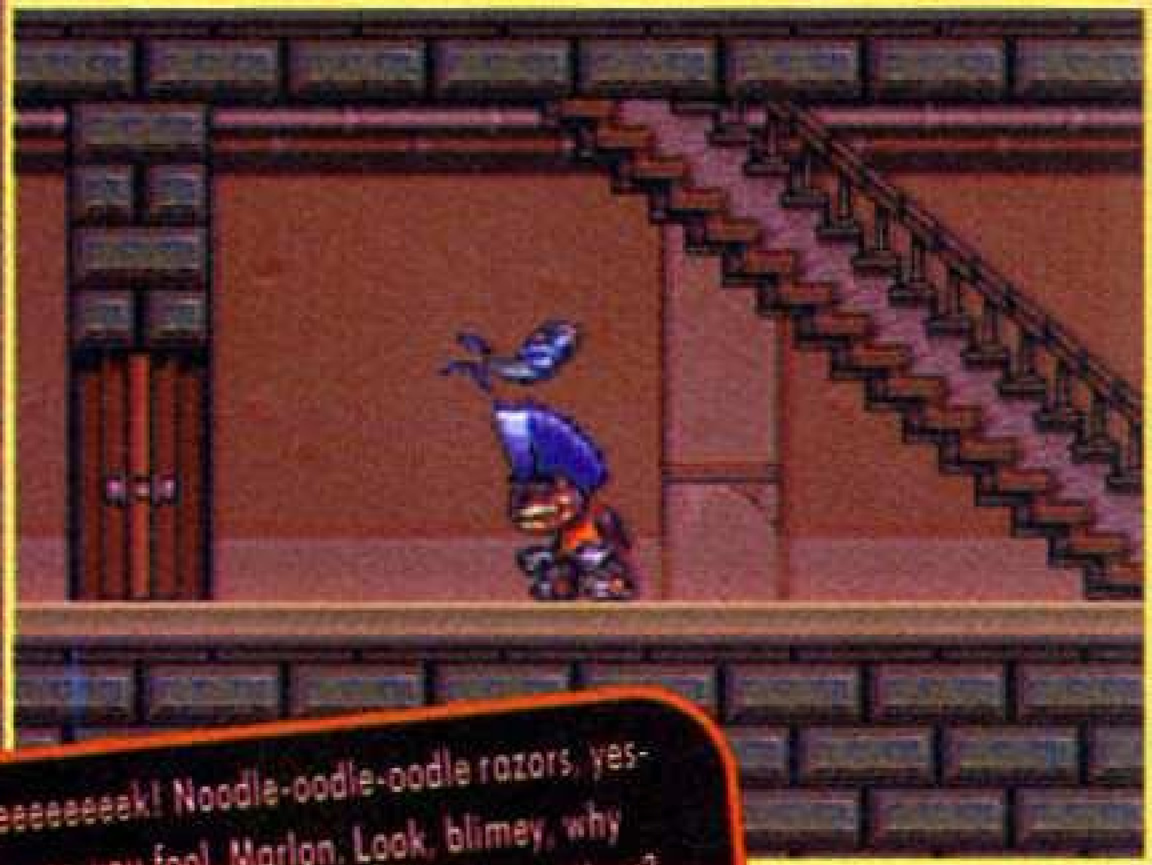
BY: IREM PRICE: TBA MEG: 8

Rocky RODENT

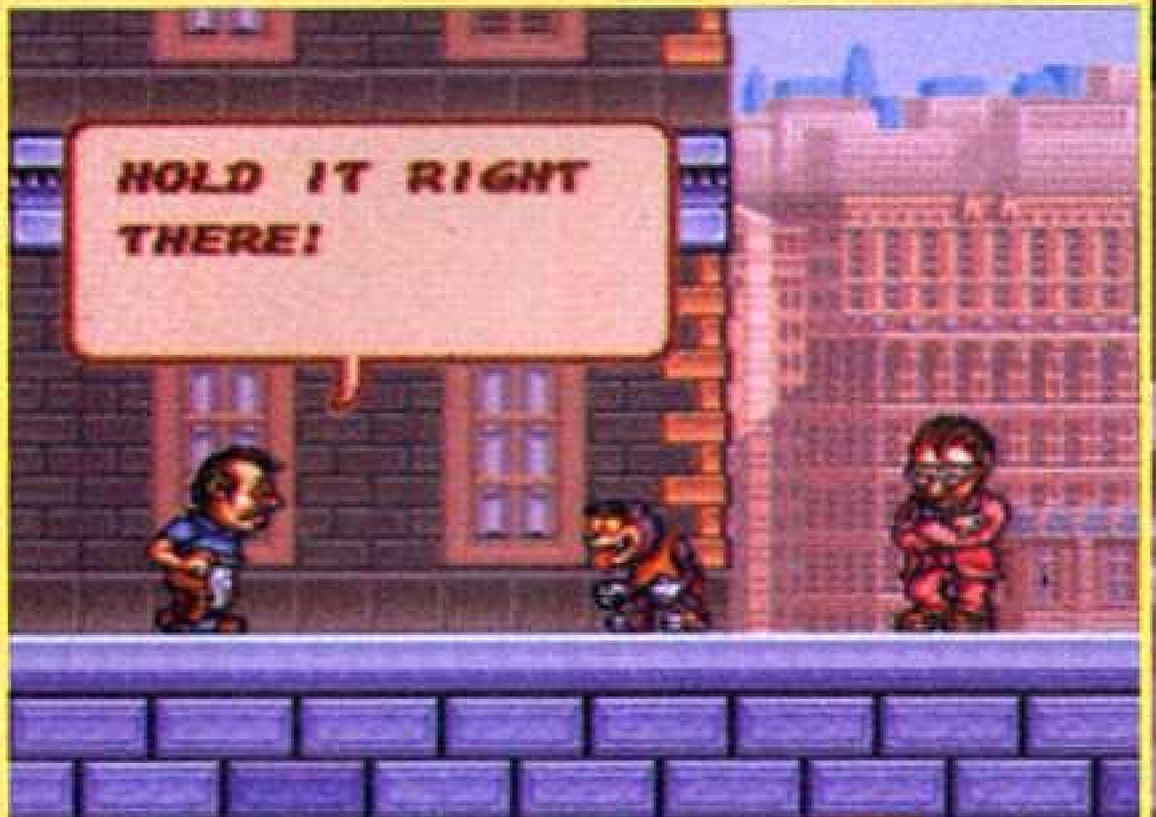
Irem are busy putting the finishing touches to Rocky Rodent, whose debut takes the shape of an 8MEG platformer set across the city of Metronome. A Mafia boss has kidnapped the daughter of a local restauranteur, and has promised Rocky as much food as he could possibly eat if he can retrieve her. Thus, initially armed, Rocky sets off on his six-stage mission to rescue her from the evil gangster - unarmed, that is, apart from the deadliest series of haircuts you are ever likely to see.

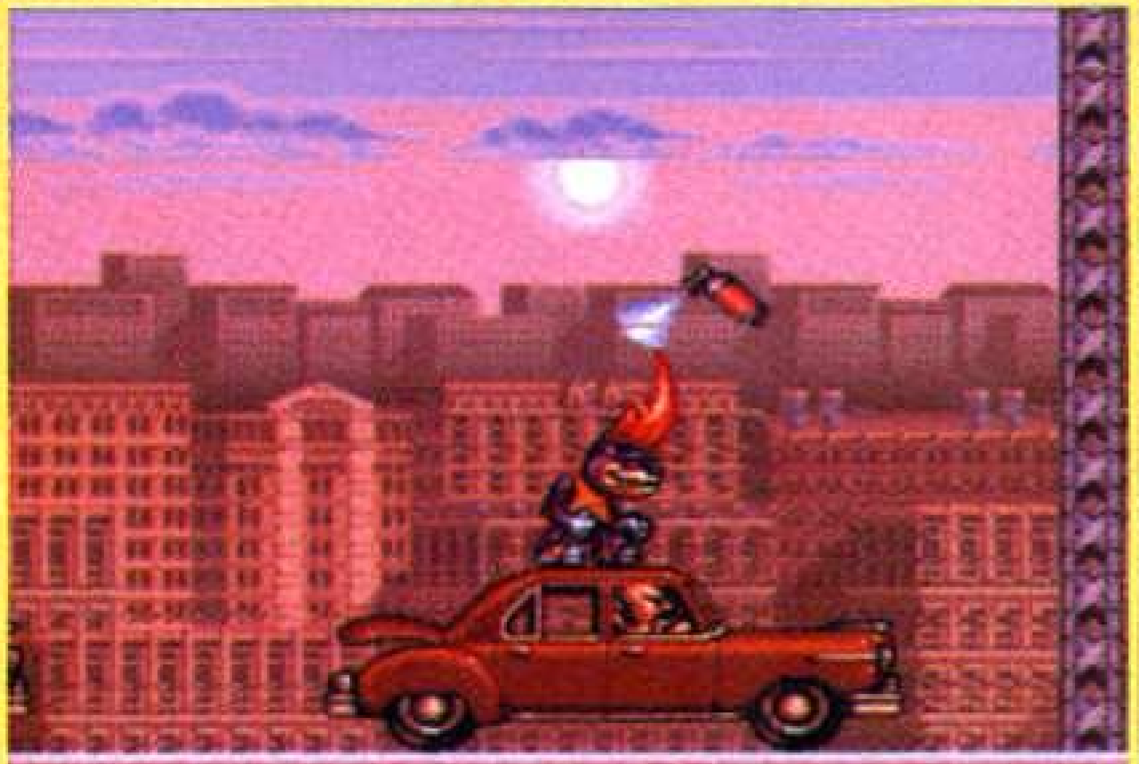
Yes indeed, whereas Mario, Gomez and Puggsly make use of their backsides to kill of any marauding critters, Rocky has a selection of scary haircuts he uses to fend off his foes. Now, we don't mean scary as in the uneven bowl-shaped one your Mum gave you all those years ago, but as in deadly to the touch. You see, dotted throughout the six levels are a series of magic parcels which, when collected, shear Rocky's hair into one of four styles. From here, he then makes his way to the exit point of each level, being careful not to touch any of the nasties for fear of losing his new-found powers.



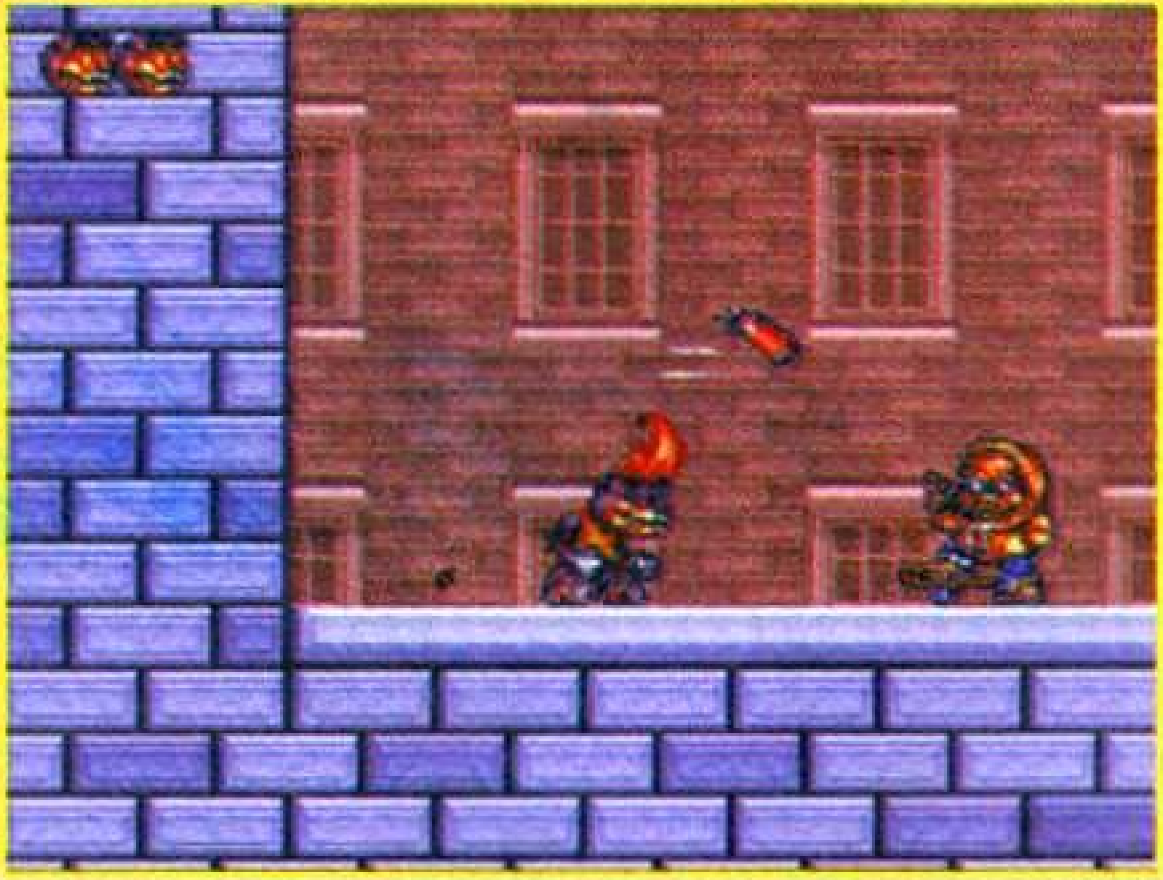


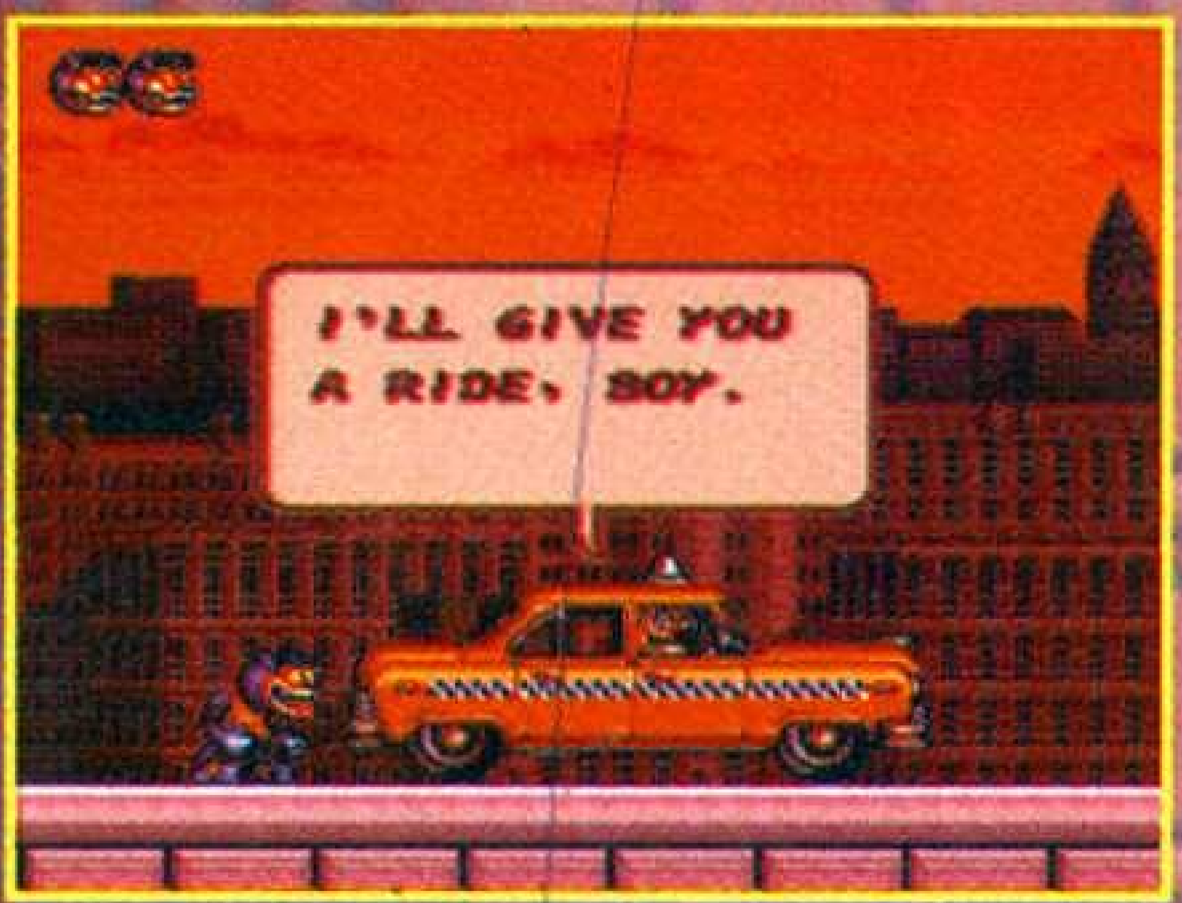
▲ Eeeeeeeeeek! Noodle-oodle-oodle razors, yesterday... er, you fool, Marlon. Look, blimey, why can't we go back to really smart two-line captions?

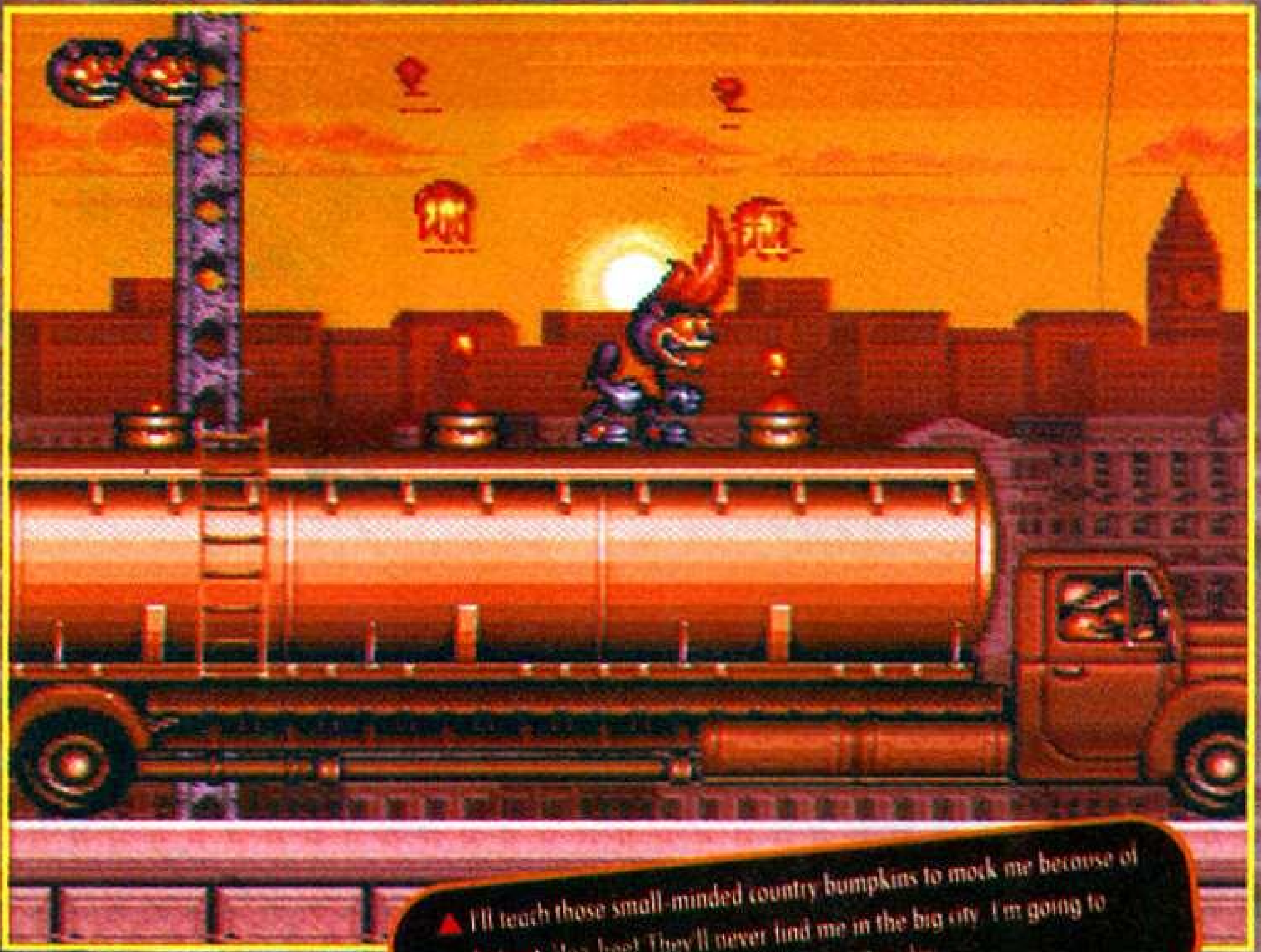

HOLD IT RIGHT THERE!



▲ No, Sir, I will not be holding anything of yours anywhere - let alone where you tell me to. Now please kindly leave the stage.







▲ I'll teach those small-minded country bumpkins to mock me because of my haircut. Hee-hee! They'll never find me in the big city. I'm going to make my fortune and one day I will return. One day...

HAIR TODAY...

There have been some unusual armaments on the Super NES before, but we have never seen a hair-based weapon. Well, Rocky is armed with four different quiff styles - which are detailed here:

SPIKE HAIR: A can of hair spray appears creating a red peak of hair. This is then used to gore any oncoming nasties and is also used to spike platforms from below and swing Rocky up to the higher levels.

MOHAWK: After a razor has done its stuff, Rocky's hair doubles as both a deadly boomerang and a platform. This is also on of the strongest styles there is so hang on to it.

BRAIDED: Resembling a Scorpion's tail, Rocky's freshly-plaited hair is a useful long-range weapon. Whenever the firebutton is pressed, Rocky lowers his head and the tail-like pigtail swishes out to kill anything in its way.

SPRING: This is the best hair for reaching the higher areas of the screen. It is also particularly good at driving foes back.

WELCOME TO METRODOME

Rocky's chasing of the Mafia boss takes him across the sprawling city of Metronome. Starting on a building site where all manner of girders and dangers await him, he then pegs it along a main road whilst avoiding the traffic - which has a nasty habit of catching up with and flattening our little hero. Following this, a large haunted house - complete with an assortment of ghoulish spectres - makes an appearance, before Rocky makes his way to the final showdown with the dirty Don himself.

ROCKY RODENT

▲ The feeling of despair as Rocky realised nobody below could hear his cries for help left a hollow feeling in his stomach. Well, you try filling captions this size!

BY: INTERPLAY PRICE: TBA MEG: 8

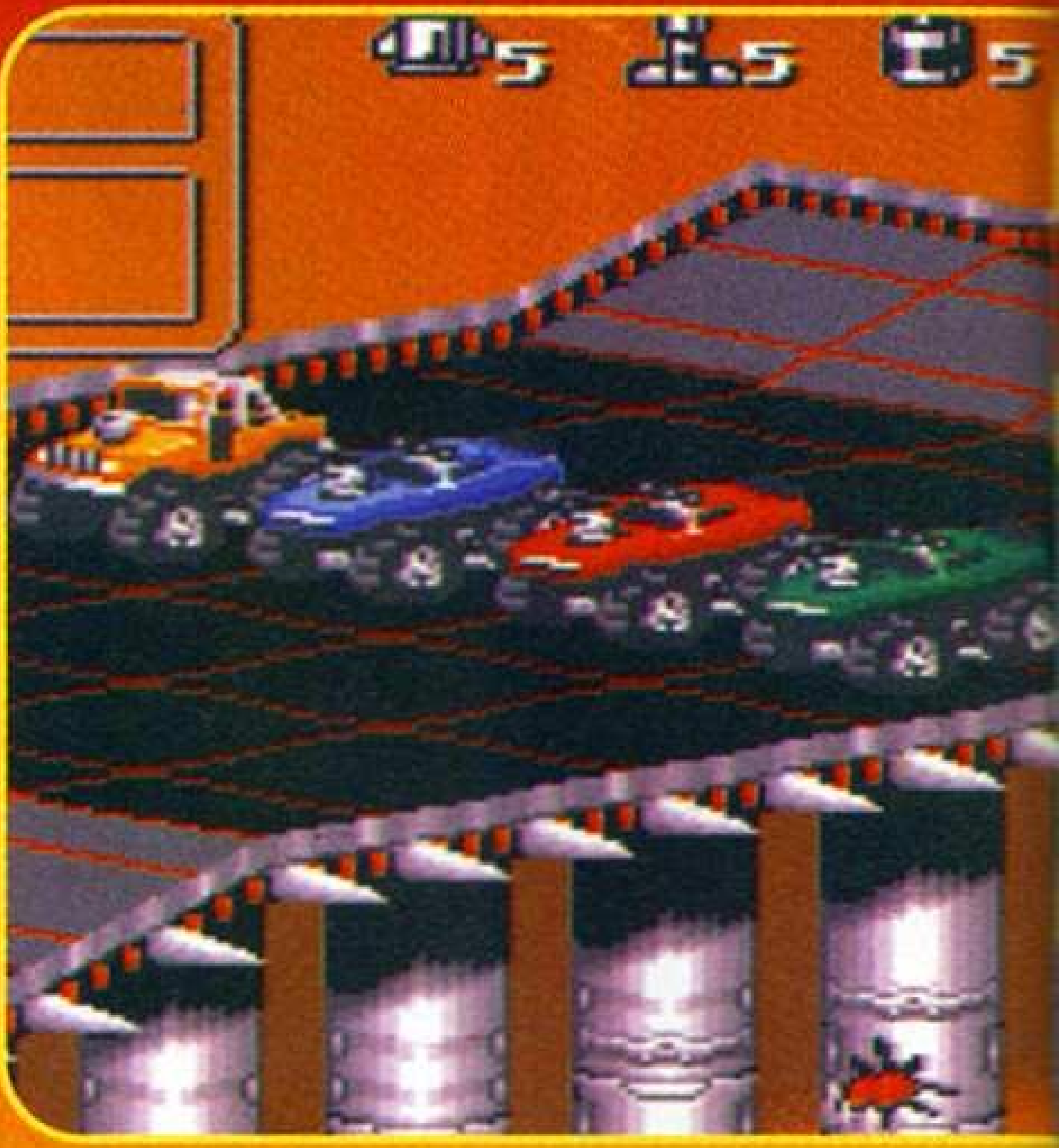
ROCK
RA

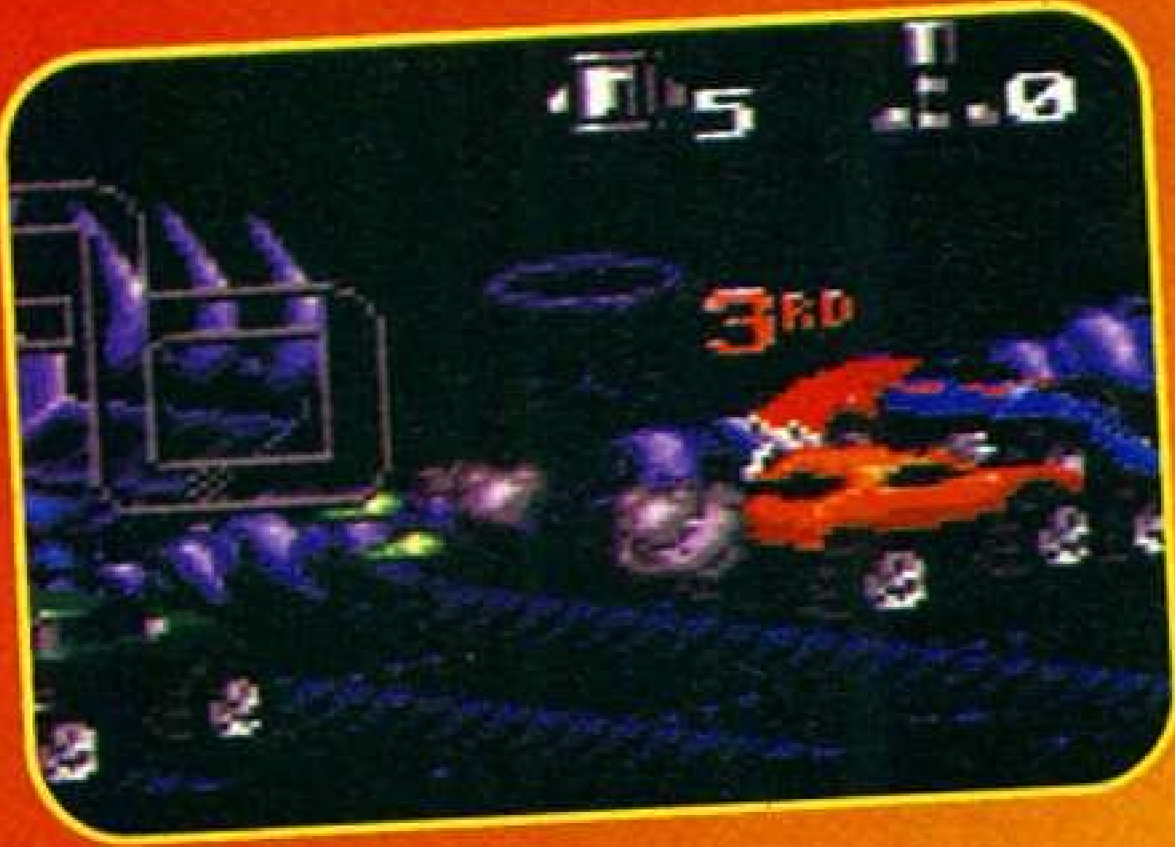
MUSIC MAESTRO PUR-LEASE!

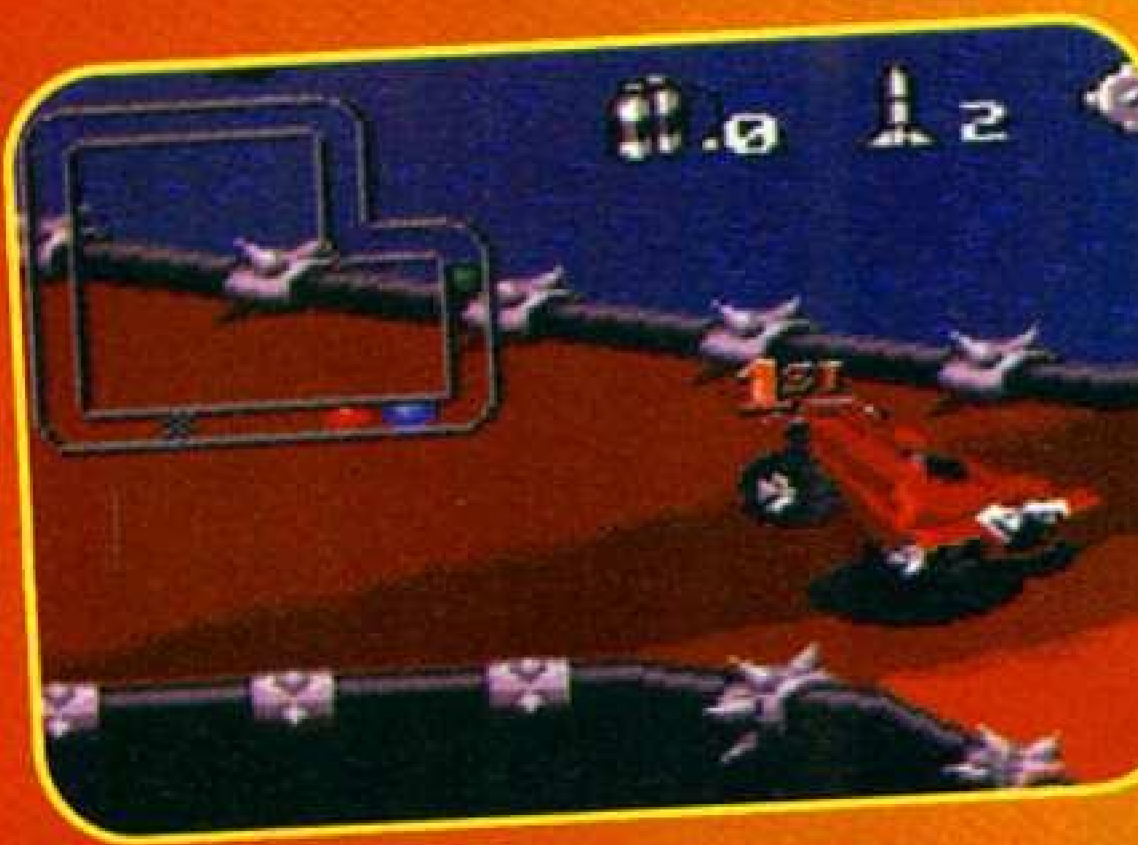
Why Rock'n'Roll Racing? Well, trucking is always associated with loud rock music, and Interplay have ensured their future vision is similarly well equipped in the tune stakes. 'Born To be Wild' by SteppenWolf, Deep Purple's 'Highway Star', and Henry Mancini's 'Peter Gunn' blast out as the trucks do their thing, and some of the tunes had the NMS rock fans fair creaming their slacks as they scooted around the track.

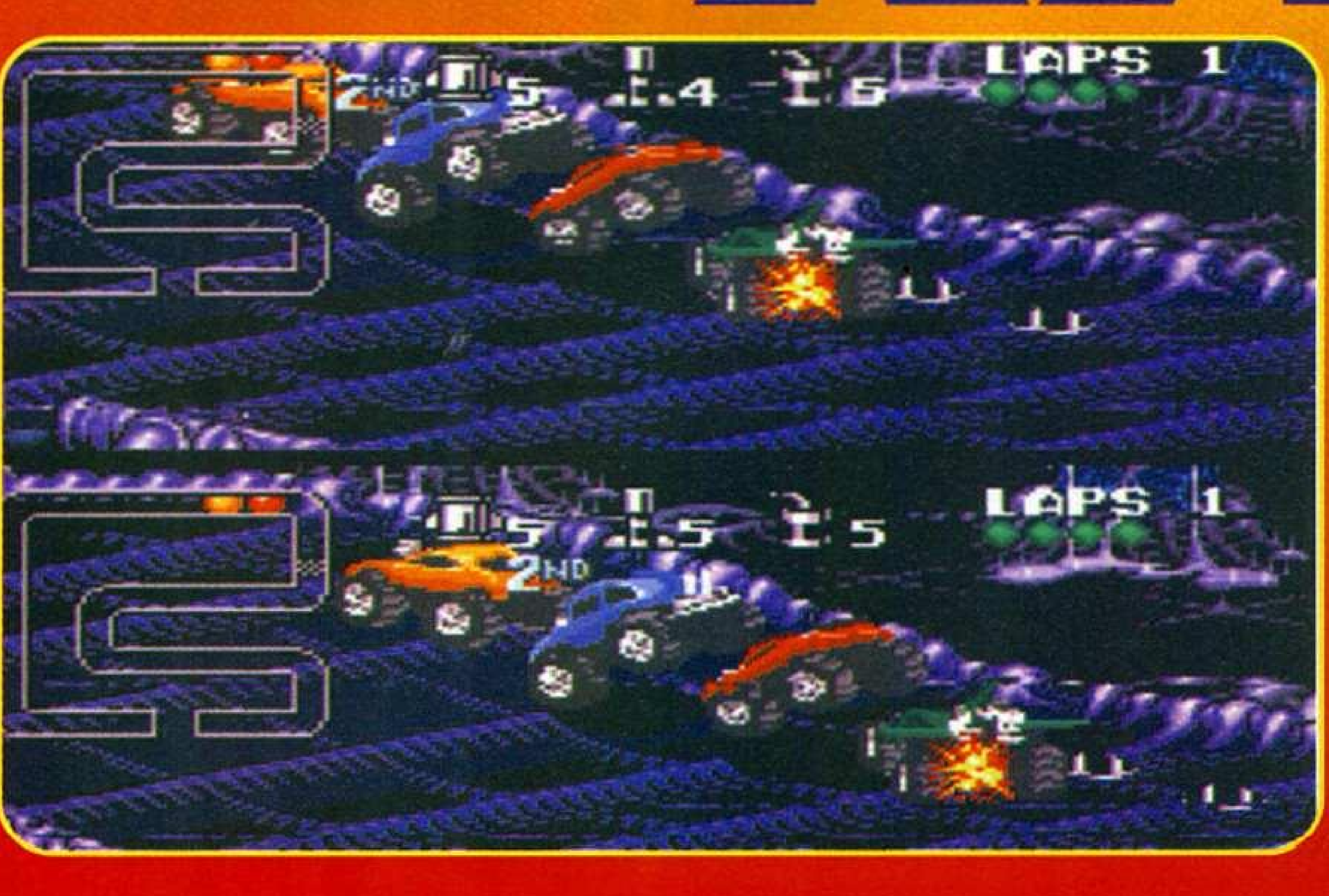
Truck racing is a peculiar thing. Populated almost entirely by men with large moustaches and dodgy 70s-style haircuts, they spend their life traversing numerous dirt tracks in search of huge cash rewards with which to fund their next race. The strange thing is, these refugees from The Jason King (ask your Dad) seem to grow in popularity every year, even managing to infiltrate lunchtime TV every Bank Holiday Monday. In fact, Interplay are so confident of their growing prestige, they have gone to the trouble of taking a peek into the truck races of the future - Rock'n'Roll Racing.

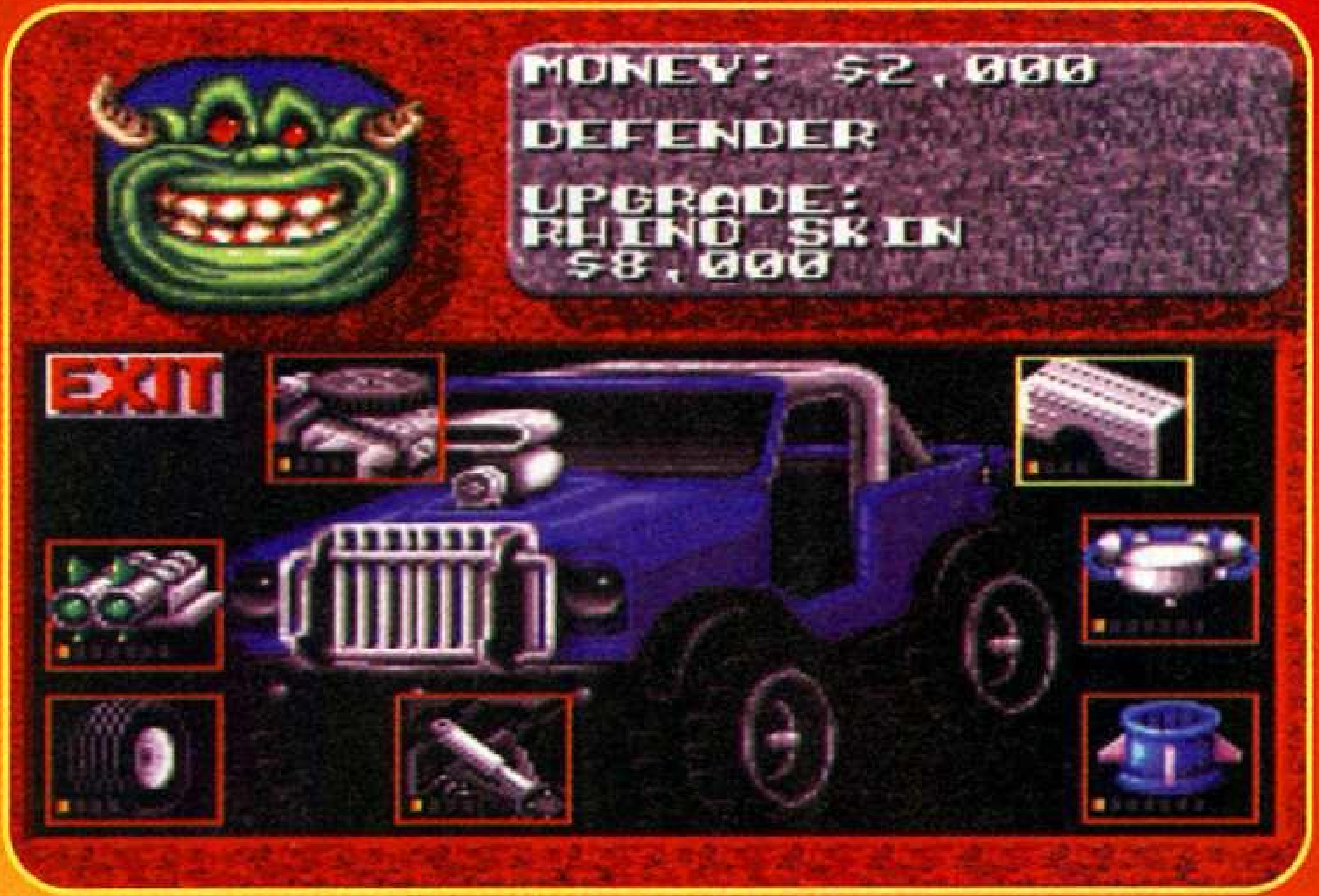
Fans of Super Off-Road Racer will be instantly at home with Interplay's game. It uses the same isometric perspective to view the scrolling courses, but the sprites are significantly larger and there are more power-ups during the heat of the action. Having chosen one of three vehicles, one or two-players are invited to join in and are duly left on the starting line. As the racers make their way through the game's many courses, more and more hazards are added - including jumps, spiked pits and oil patches. Each truck is capable of withstanding a number of hits and crashes, but if they are on the receiving end of too many or are forced off the track, a massive explosion heralds your sudden departure from the race.







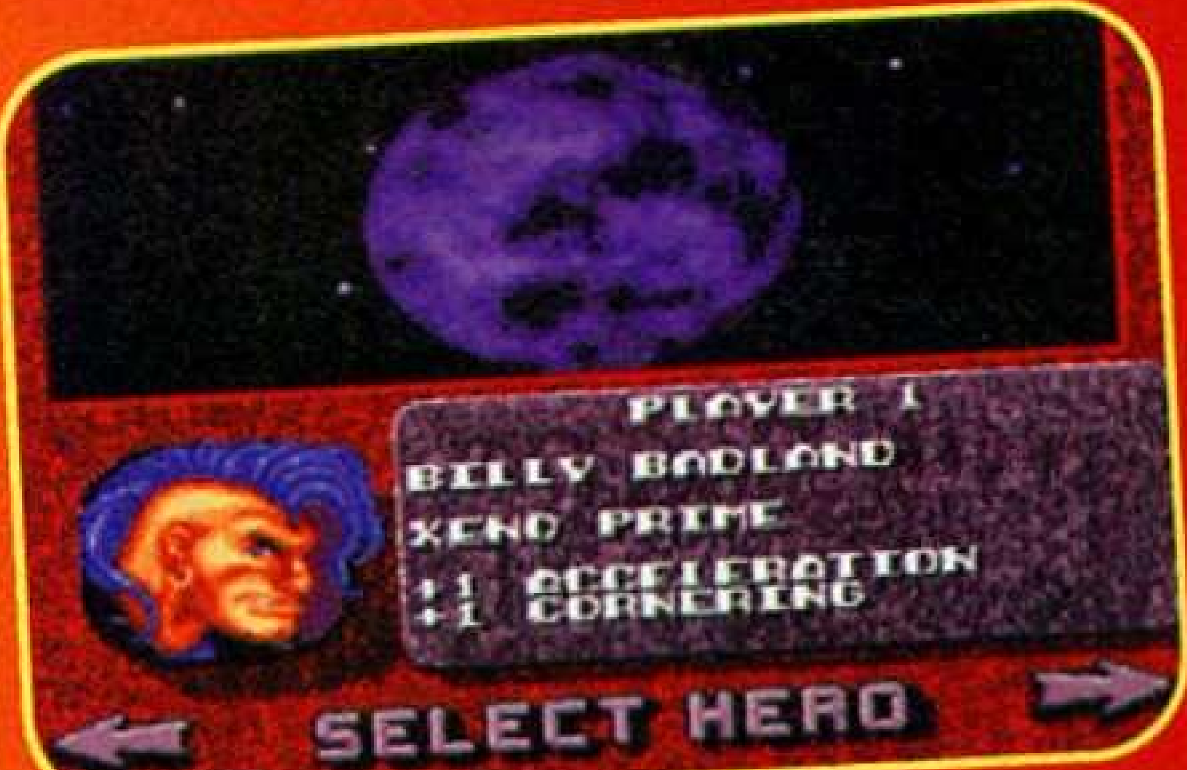


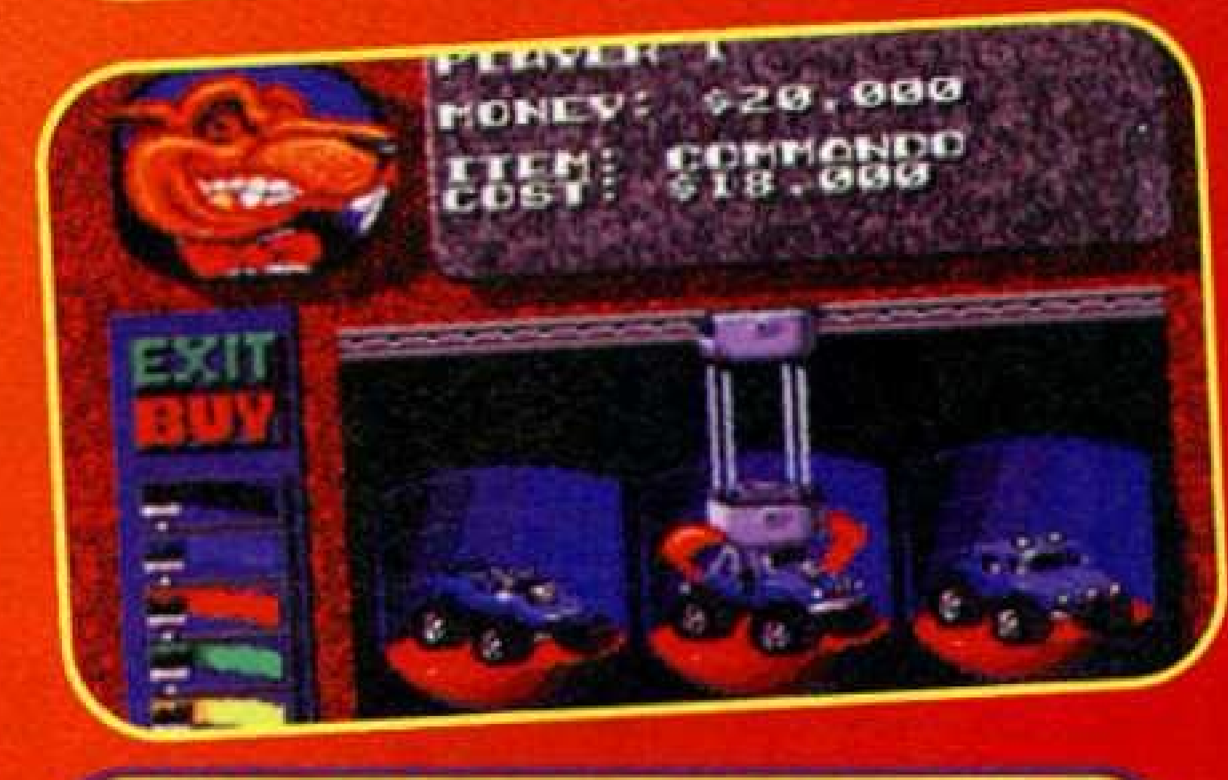

MONEY: $2,000

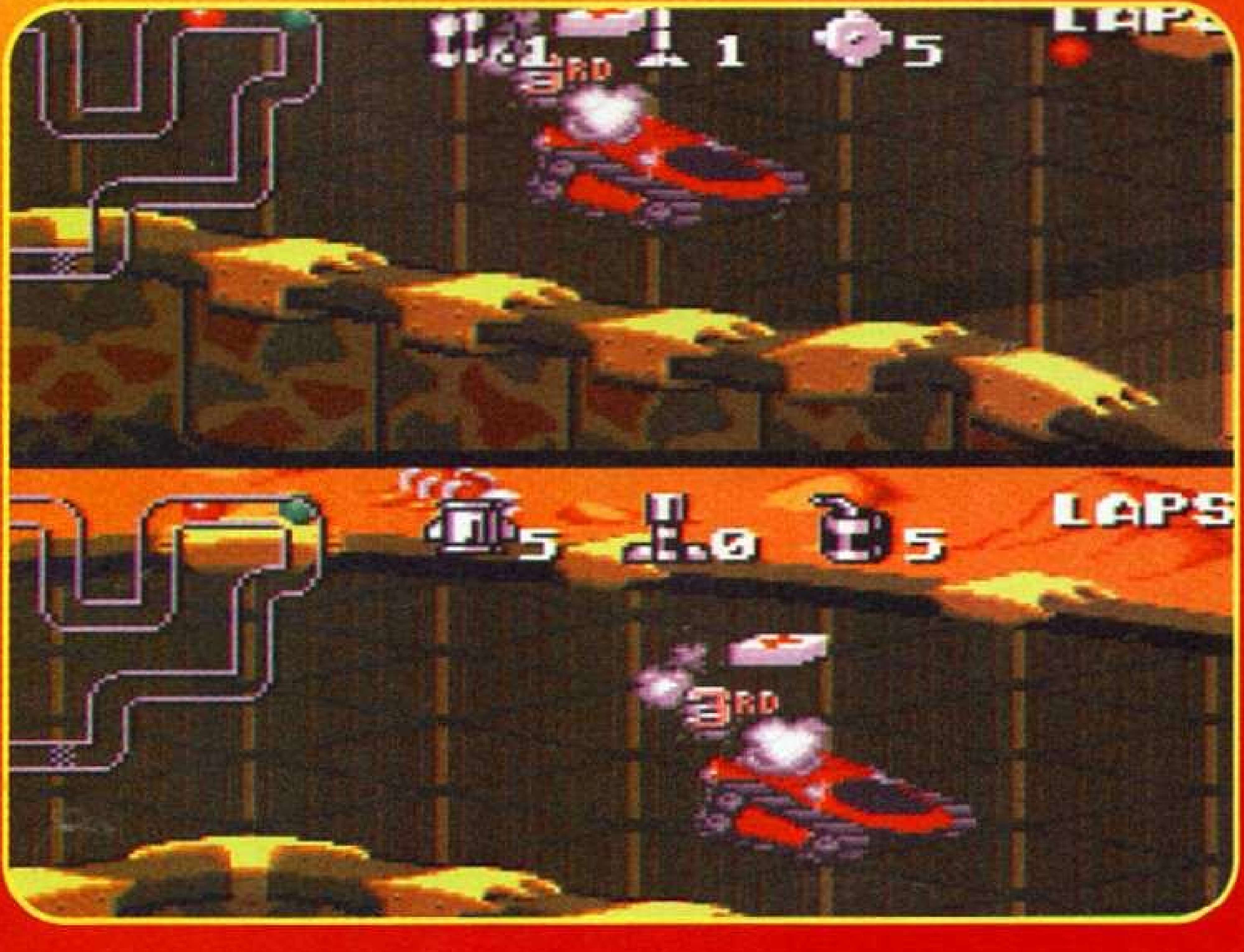
DEFENDER

UPGRADE:
RHINO SKIN
$8,000

'N' ROLL CING


PLAYER 1
BILLY BADLAND
XENO PRIME
+1 ACCELERATION
+1 CORNERING


PLAYER 1
MONEY: $20,000
ITEM: COMMANDO
COST: $18,000



IT'S YOUR BIG END, JOHN

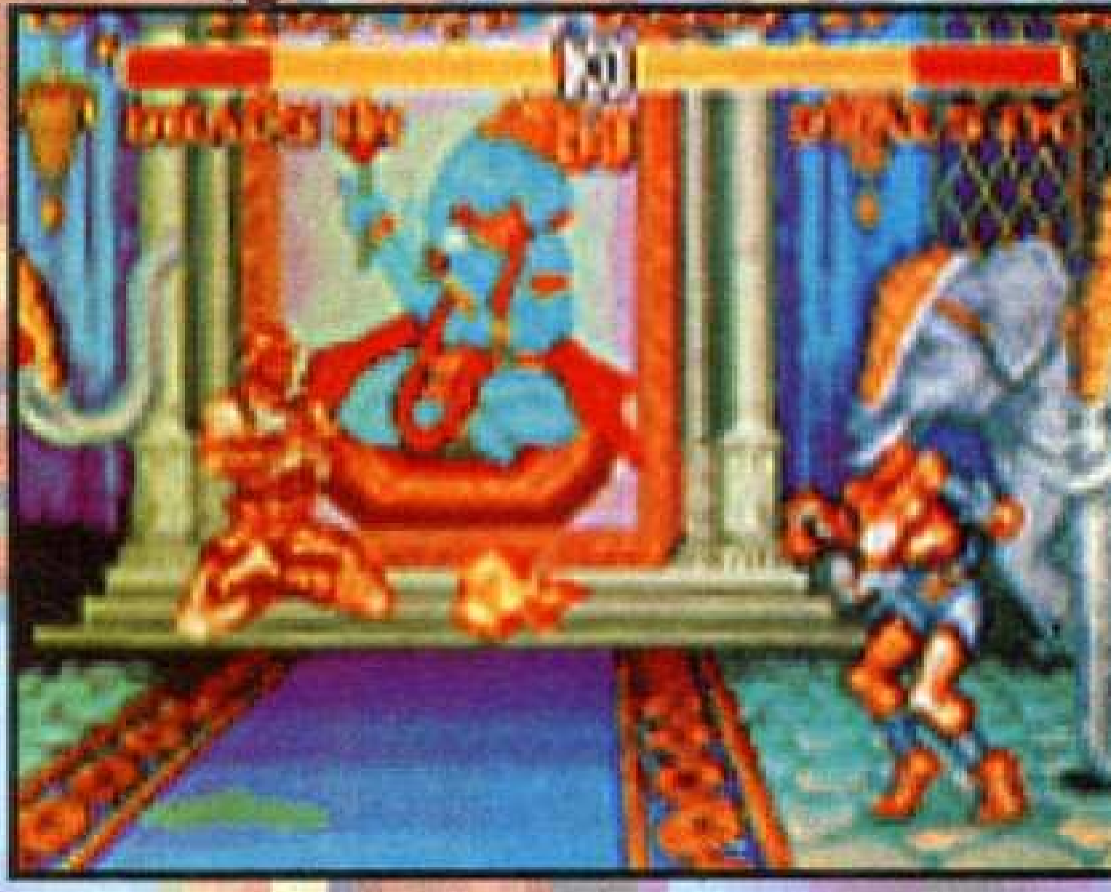
Each player is given a limited amount of cash with which to buy a car and the odd bolt-on enhancement. However, if a player is to seriously make an impact on the race meetings, they are going to need to beef up their vehicle. Every time a racer is one of the first three past the post, they are awarded with a sum of money. Obviously, the better the position, the more cash is awarded, and this can then be taken to the auto shop where a wide range of add-ons await. From here, better tyres, suspension and the like can be added to your mean machine, although certain courses feature specific hazards such as icy patches meaning a little foresight is also required.

BY: ACCLAIM PRICE: TBA MEG: 16

STREET FIGHTER II TUR

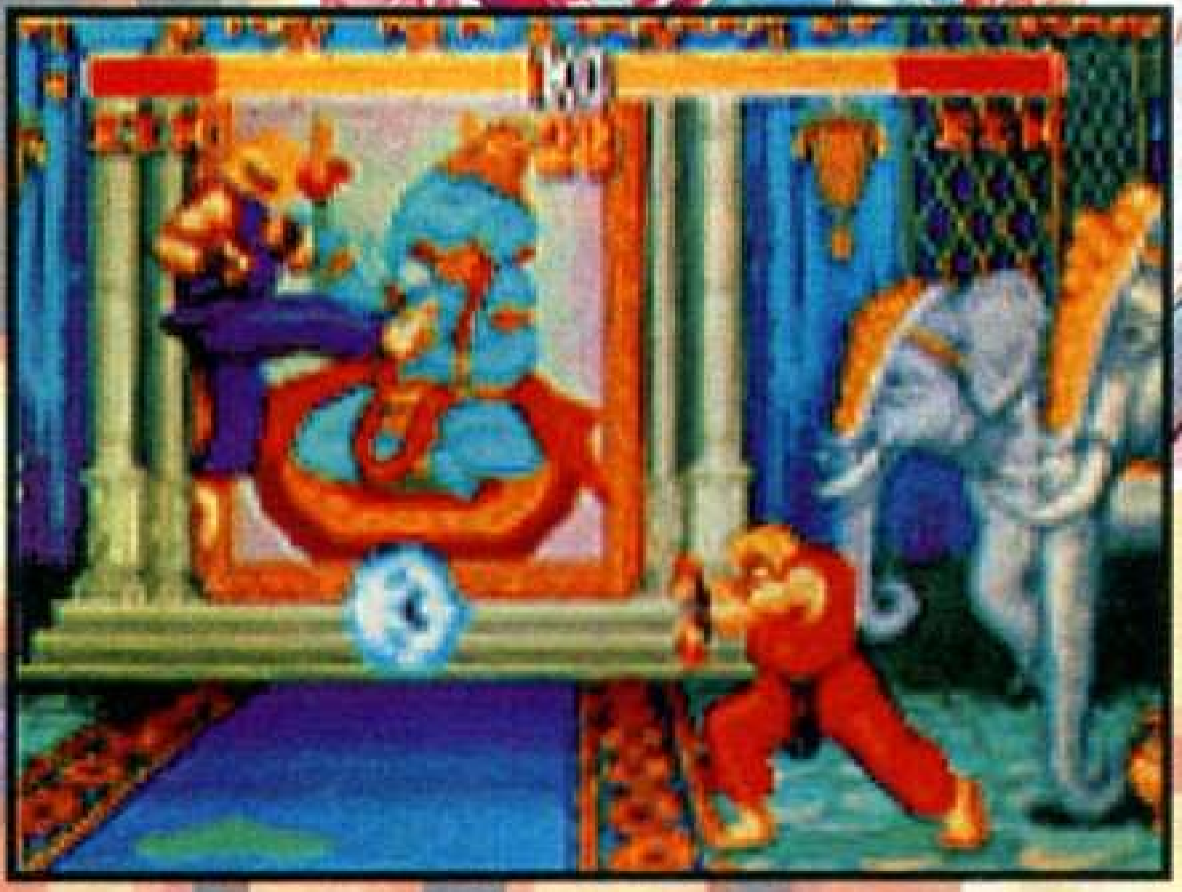
It's hotter than hot and it's coming to a Super NES near you soon! After last month's NMS World Exclusive on the sequel to the Greatest Console Game Of All Time, we've got more details on the beat 'em up event of the year. First up, the big news is that this will be the first ever 20-MEG cart, and already it looks as if every aspect of the Turbo coin-op has been recreated, from the game's enhanced speed to the many new moves. In addition, for those of you constantly demanding Action Replay codes so you can play as Balrog, Bison and the other bosses, they too are available to control - and any two characters may be controlled at the same time, Blanka Vs Blanka, for example.

When putting together Turbo Edition, Capcom's main aim was to add more moves to the weaker characters to ensure a more balanced game. As a result, whereas once Dhalsim was trapped in the corner of the screen he was pretty much dead meat, in Turbo he now has the ability to teleport himself out of such a fix. Similarly, the moves are particularly useful against the likes of Guile and the bosses and allow for a smoother-running and more even game - even lardy Honda has expanded his repertoire slightly. Street Fighter II: Turbo Edition is pencilled in for an August release in Japan, and you can guarantee we'll be the first people with the Exclusive review as soon as it comes out!



▲ Seeing double! The Dhalsim on the left avoids the oncoming fireball with his fantastic new Teleport skills!

KO
SAGAT
42
NIN NIN BALL
CAPCOM
VEGAS



▲ Ken's new improved Hurricane kicks combined with his extended Dragon Punch from Championship edition make him the strongest World Warrior at present.

1P
3400
50000
DHALSIM
KO
GO
KEN

ON THE MOVE

Forget the Championship Edition, SF2 Turbo carries all that game's features and more! With the exception of Guile, each of the characters has been beefed up slightly, and here's a quick guide as to who should now be capable of what:

DHALSIM: Ol' rubber legs behaves pretty much the same as before, but his yoga powers now allow him to disappear out of harm's way and reposition himself elsewhere on the screen.

CHUN LI: Chun-Li now benefits from two news moves. The first is basically just a higher Spinning Bird Kick, whilst the second is far move impressive - Chunners now has Ryu-style fireballs!

BLANKA: In addition to his usual Cannonball Roll, Blanka has now added another to his inventory. When activated, he flies upward as he spins, allowing him to pass over his opponent whilst still inflicting damage.

ZANGIEF: Wahey! Russia's finest how boasts an even better Lariat move. Whilst he's performing this move, it's impossible for the opponent to escape!

KEN: Our man in the red jim-jams was already one of the best all-rounders, but he has now had higher Hurricane Kicks added to his repertoire. These are activated midjump, and only last a short time.

RYU: The same as Ken, but in a white pair of jimmy-jams.

GUILE: Guile was one of SF's strongest fighters, and consequently he has been left as he was - which meas he's as hard as ever but everyone else has a will have a chance now.

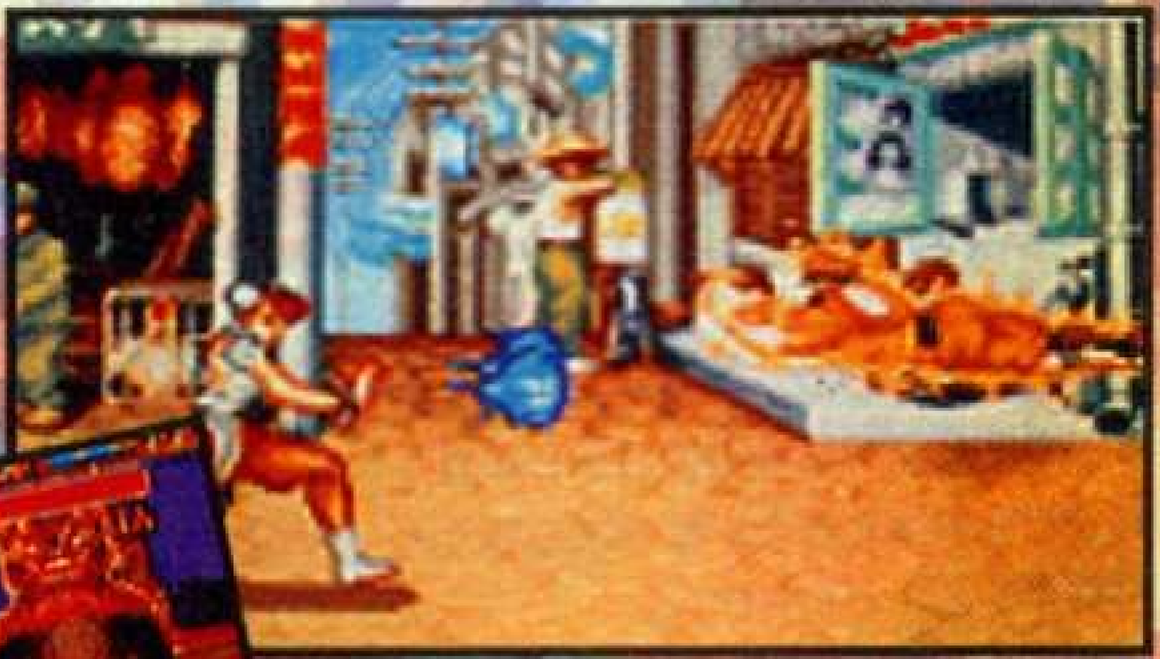
E. HONDA: Fat boy was always easy pickings, but Capcom have gone to great lengths to toughen him up. As with the Championship Edition, Honda is now movable as he uses his Hundred Hand Slap, but his enormous gut also comes into play - in the form of a huge, energy-sapping belly flop!

SO WHAT ELSE IS NEW?

Turbo Edition is a completely revamped 'remix', and should play a lot better for the tweaks. The game is estimated to run approximately 30% faster than than the original Super NES game. This makes for a more action-packed fight - and is particularly impressive when you get the likes of Vega leaping around the screen. In addition, so that the fights don't end too quickly with this new speed, the characters are slightly more resilient when it comes to taking punches, and it also takes a more impressive series of combination punches and kicks before your opponent is stunned.

THE PLANE BOSS, THE PLANE

Also available to control are the original Street Fighter II's quartet of bosses: Vega, Balrog, Sagat, and M. Bison. Here's what you can expect from each of them:



▲ Balrog's heading for trouble as Chun Li blasts a fireball in his direction.

VEGA

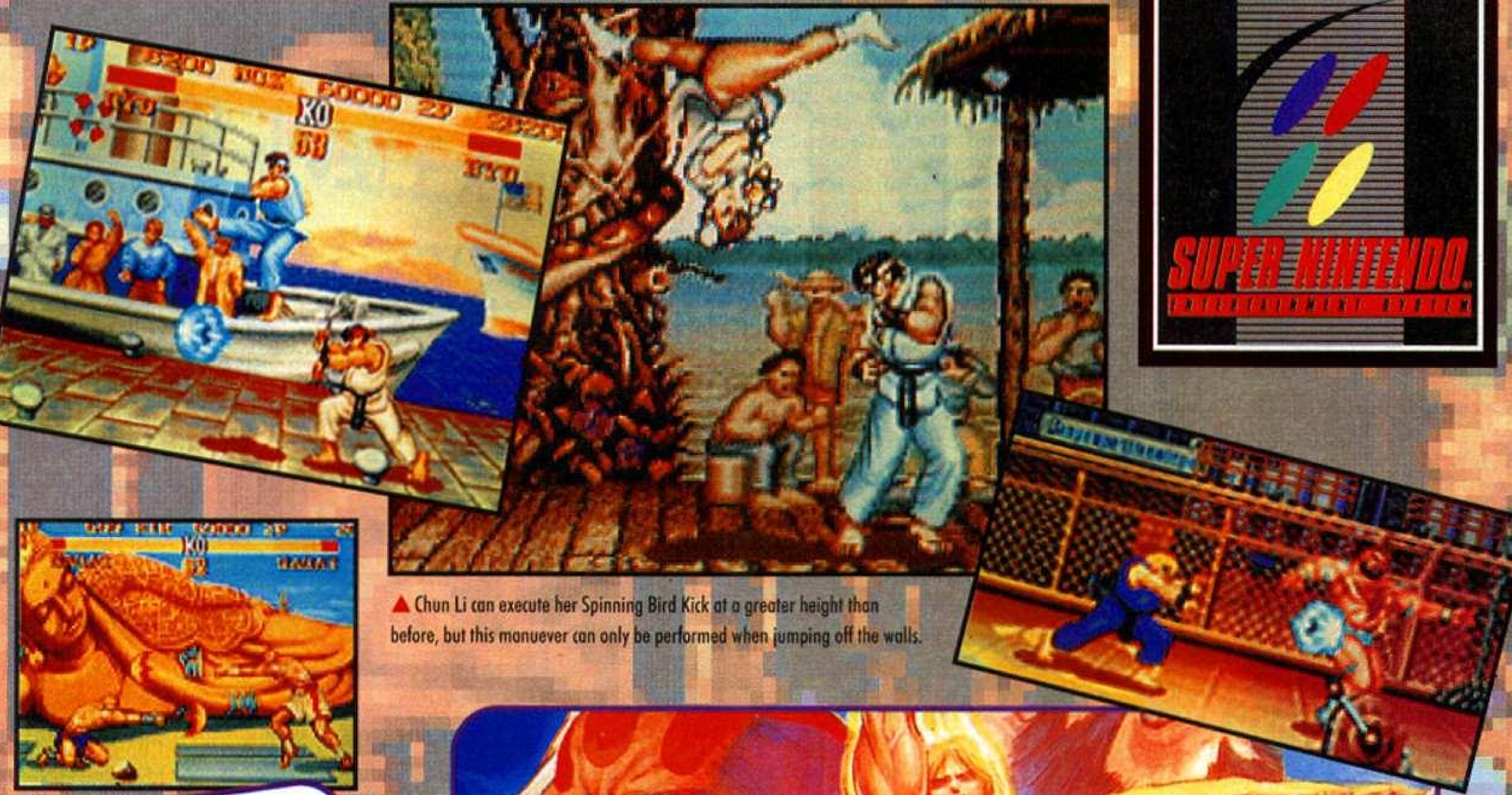
The fastest-moving fighter, and also the vainest. Hiding his face behind a welder's mask so his pretty-boy features don't get mashed, Vega is armed with spikey gloves and incredible jumping prowess.

BALROG

The uniformed leader of the infamous Shadow-Lu gang, Bison's nationality is unknown. However, his fighting prowess is reknowned and includes an acrobatic Head Press, a the deadly Psycho Crusher move where he tears across the screen reducing his foes to charred remains.

M.BISON

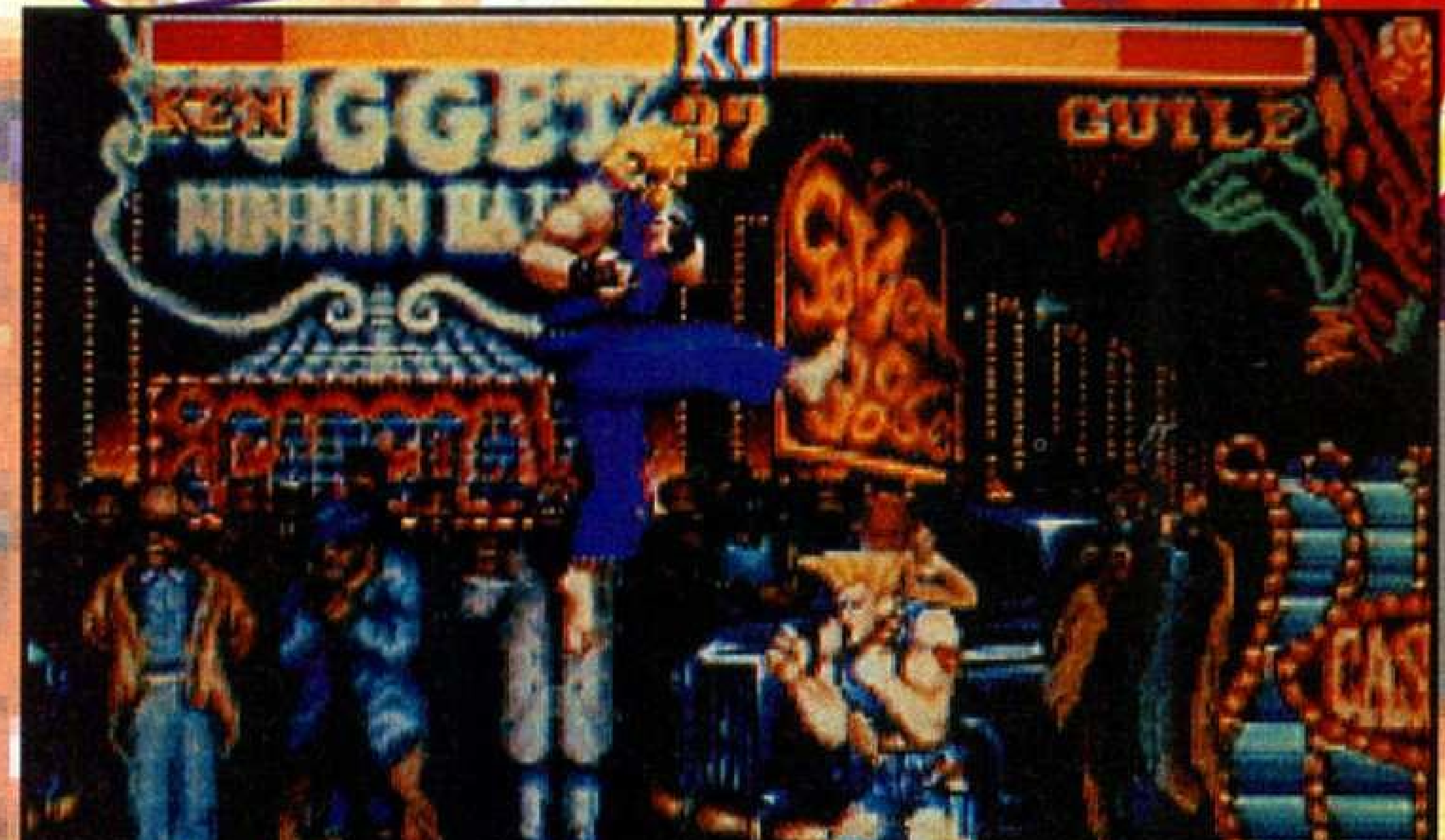
The boxing hero of SF2 relies on his fists and never brings his feet into play - although he has been known to headbutt any unfortunates who get too close! One of his special moves is a Turning Punch which gets harder as Balrog counts up to four.



▲ Chun Li can execute her Spinning Bird Kick at a greater height than before, but this manuever can only be performed when jumping off the walls.

SAGAT

Along with Ryu, Sagat is one of the few survivors from the first Street Fighter. A kick boxing champ, Sagat's moves are pretty much the same as Ken and Ryu's, and include a Tiger fireball and a devastating uppercut.



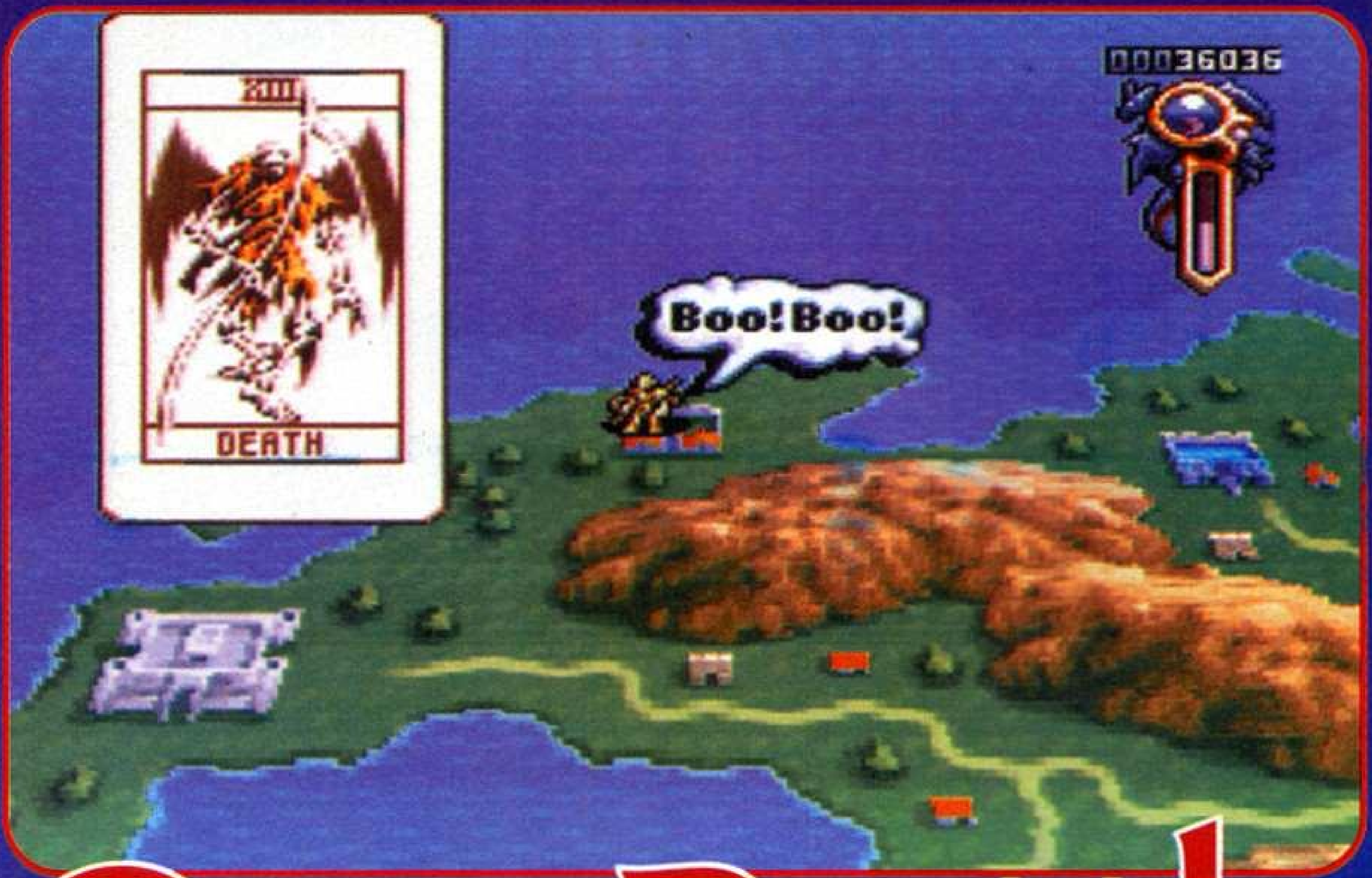
COMING REAL SOON...

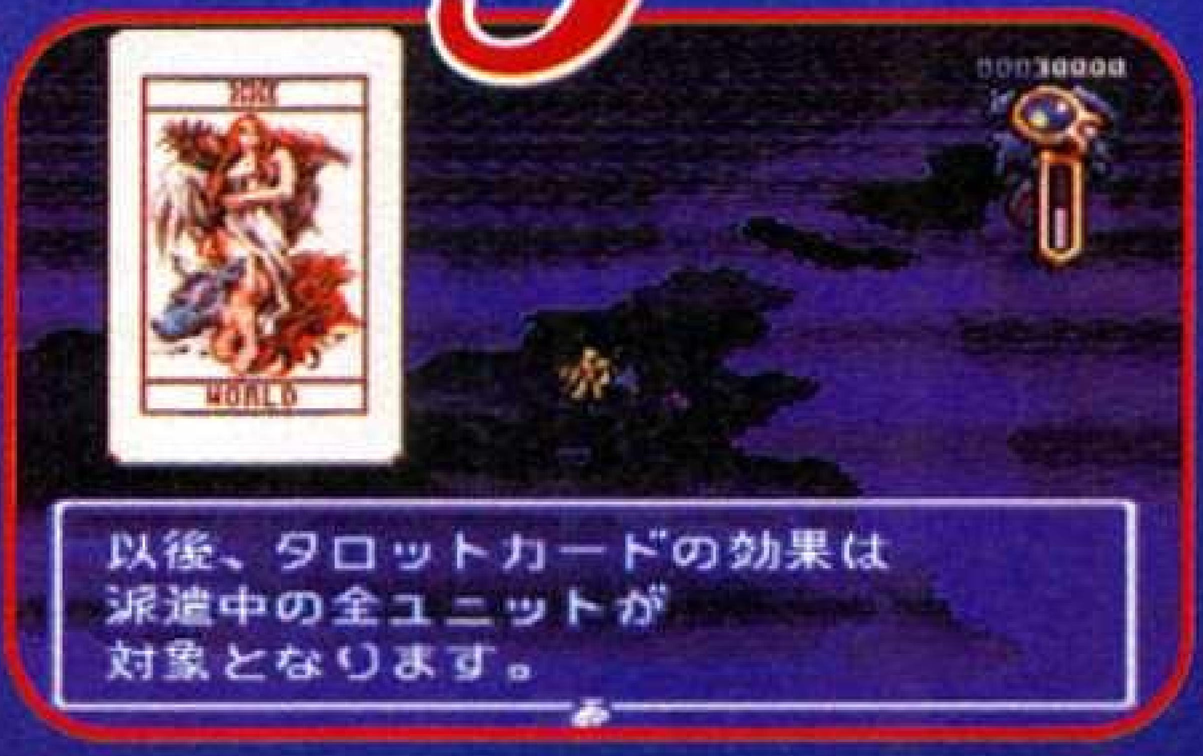
For those of you too dim to enter out incredible cover-mounted compo to win a Turbo coin-op, the next chance you'll get to cop hold of a version of the game will be in August when the game is released in japan. However, Nintendo themselves have already snapped up the game for a UK release and the game should be officially available around September. There's no price as yet, but it will certainly be cheaper than the £100+ which most importers will be asking. More NMS Turbo goodies soon!

BY: IMAGINEER PRICE: TBA MEG: 8

Ogre Battle

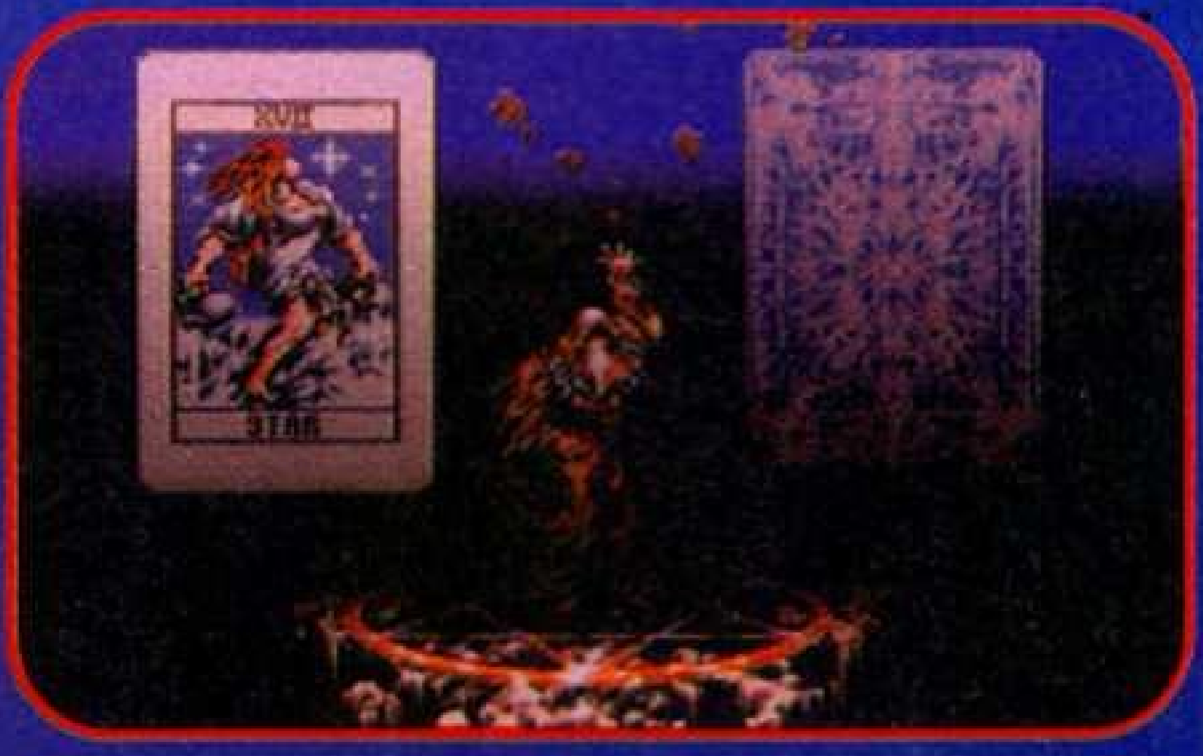
RPGs have yet to win themselves a legion of fans among the Super NES-owning fraternity, but Imagineer are set to import a game they feel will change all that. Ogre Battle is a massive adventure set in a warring kingdom inhabited by the usual ogres, wizards and RPG-associated characters. Cast as the leader of a small band of warriors, the player is given the task of making their way through the kingdom, solving puzzles and generally seeing off the bad guys. However, rather than opting for dull 3D graphics as seen in Dungeon Master, Ogre battle uses an assortment of battle modes ranging from a fully-scalable Mode 7 map to isometric battle sequences - complete with large representations of the enemy.
As of yet, Imagineer have yet to set a UK release date for Ogre Battle, and the game is currently being translated into English from the import cart. However, as soon as the UK version is fully translated, you'll see a full review in NMS. Stay tuned.



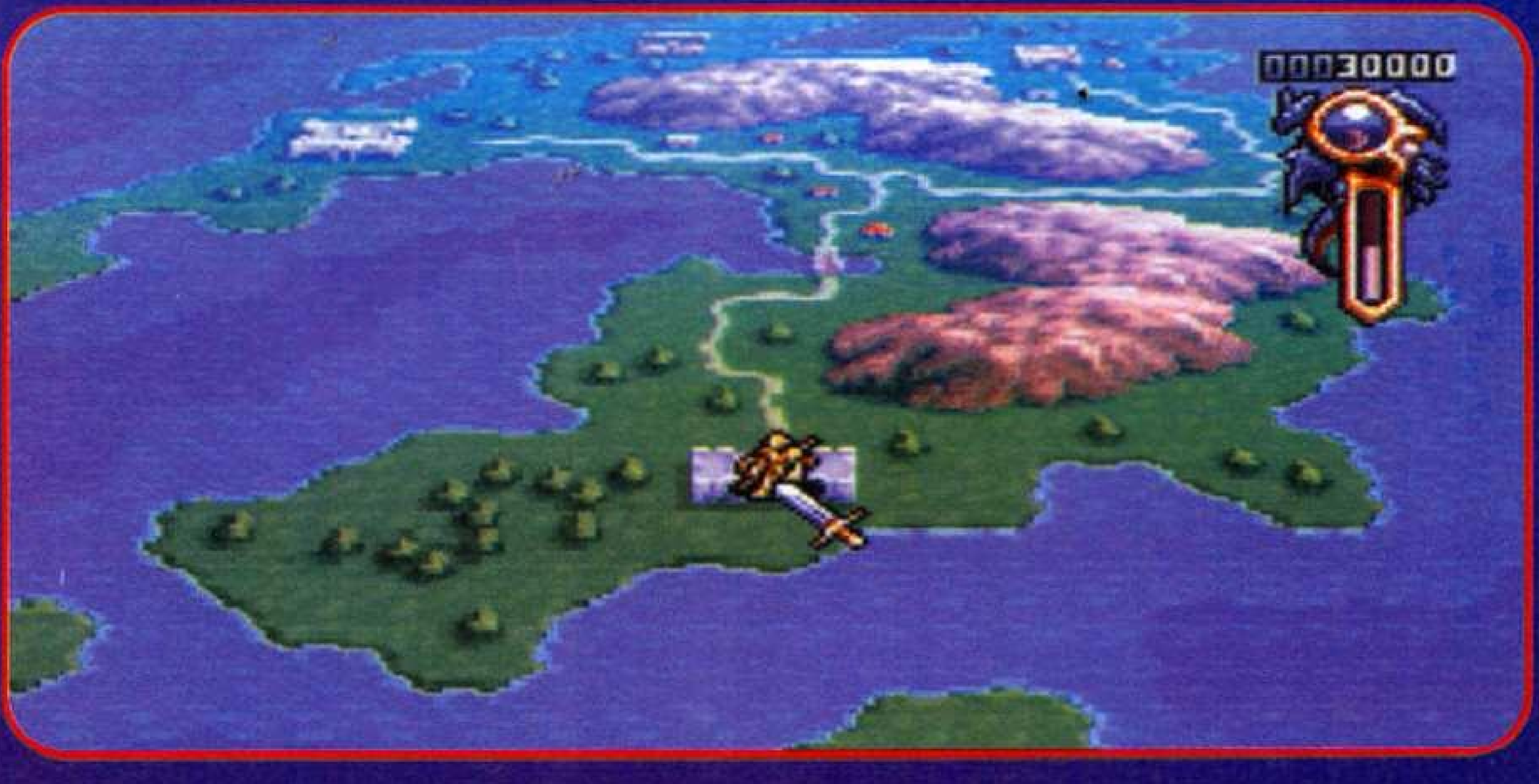


以後、タロットカードの効果は
派遣中の全ユニットが
対象となります。

▲ Night sets in the magical kigdom. Well, I don't know what's going on...

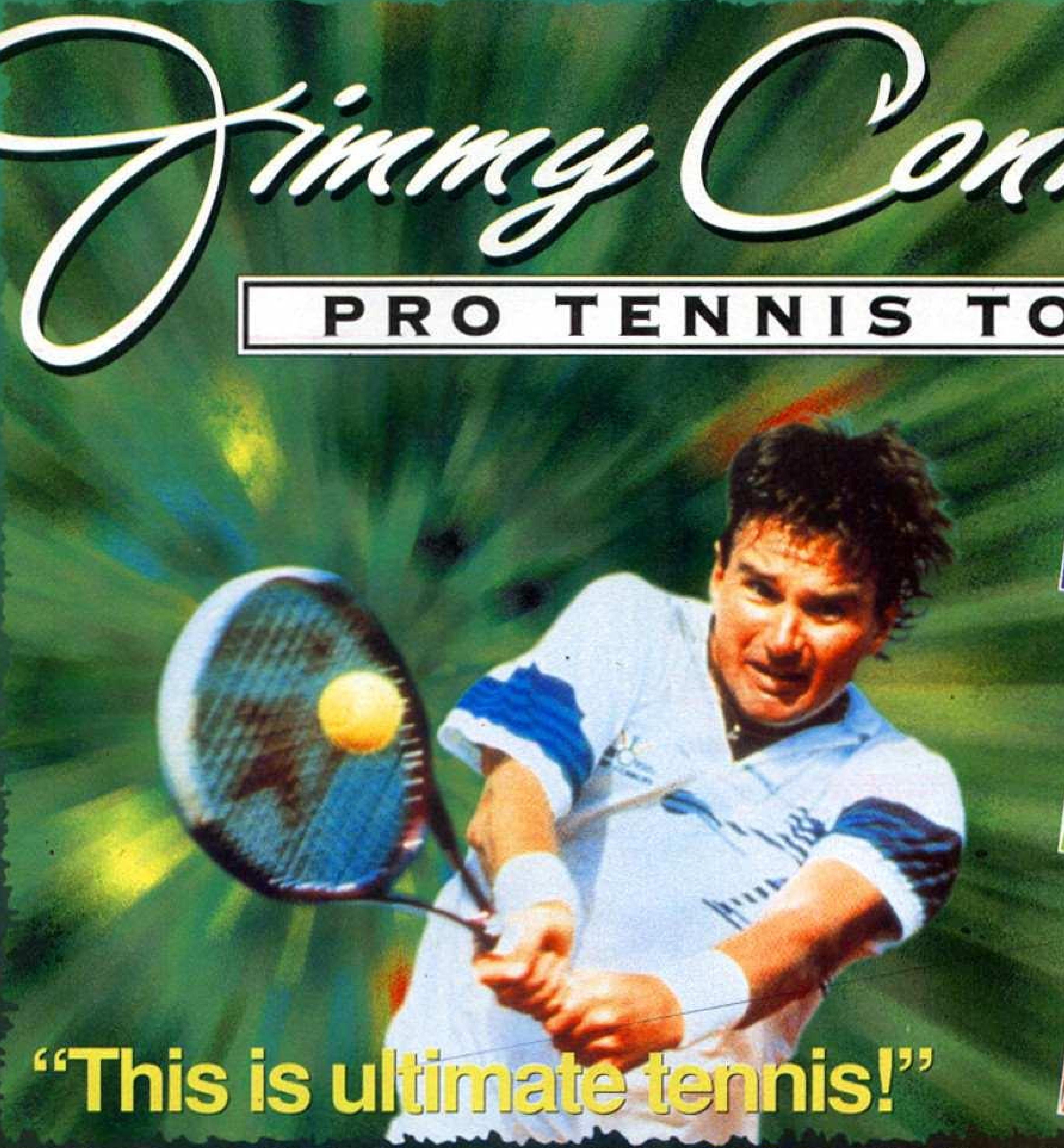


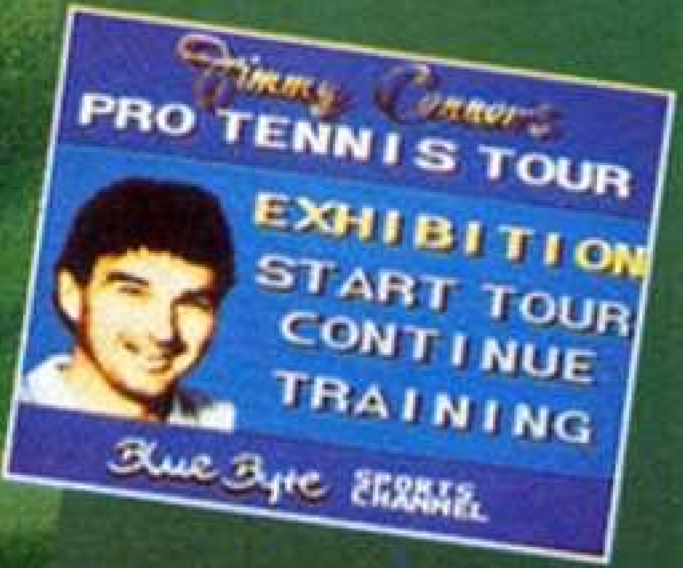
▲ At last, after years of waiting, Mystic Meg makes her Super NES debut.

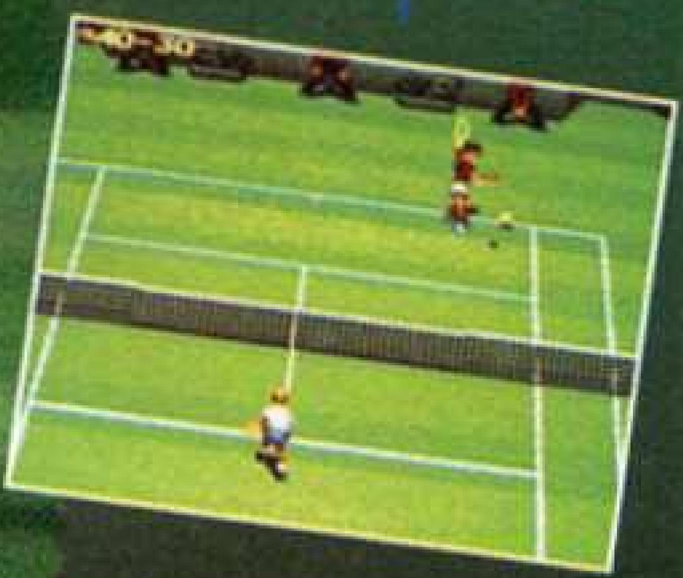


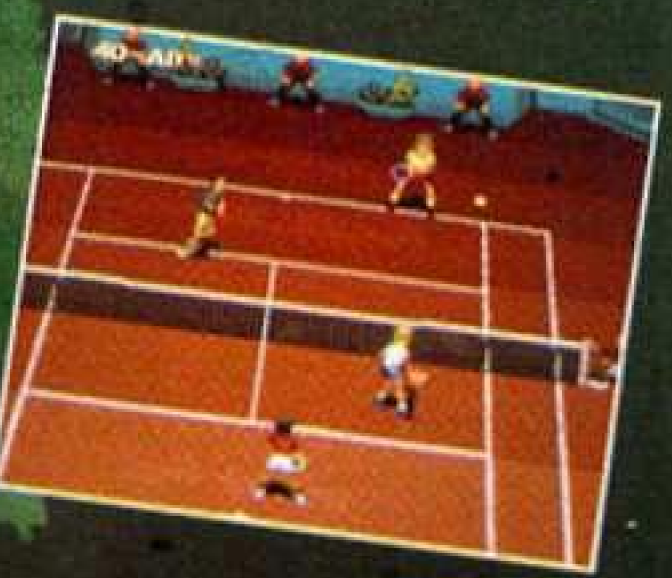
Jimmy Connors

PRO TENNIS TOUR


"This is ultimate tennis!"







Jimmy Connors, ranked Number 1 for 159 weeks, holder of EIGHT Grand Slam titles and a record 109 single titles - more than any other male player in history - is the GREATEST tennis champion ever! Now YOU'RE Jimmy Connors, battling your way to the Number 1 spot. Past sixteen professional opponents. On center court of the most prestigious tournaments on the world circuit.

Original Nintendo Seal of Quality™

Put a topspin on your serve and smash it past your opponent. Ace! Learn the strengths and weaknesses of each player as you climb the ranks to the top.

Work with five professional coaches to hone your shots-lob, volley, forehand, backhand, net and serve. Play one or two player against one, two or three computer opponents. Realistic graphics and awesome sound. This is professional tennis at its very best!

- Choose three play levels: Amateur, Intermediate or Professional
- Choose two control modes: Full or Easy Control
- Play singles or doubles
- Play on grass, clay, hard, indoor, Antartic or desert courts
- Password feature lets you continue the game at a later time.

Blue Byte

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Nintendo®

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

UBI SOFT Ltd.
Finchley House 707 High Road
North Finchley London N12 OBT
Tel : 081 343 9055 Fax : 081 343 8544

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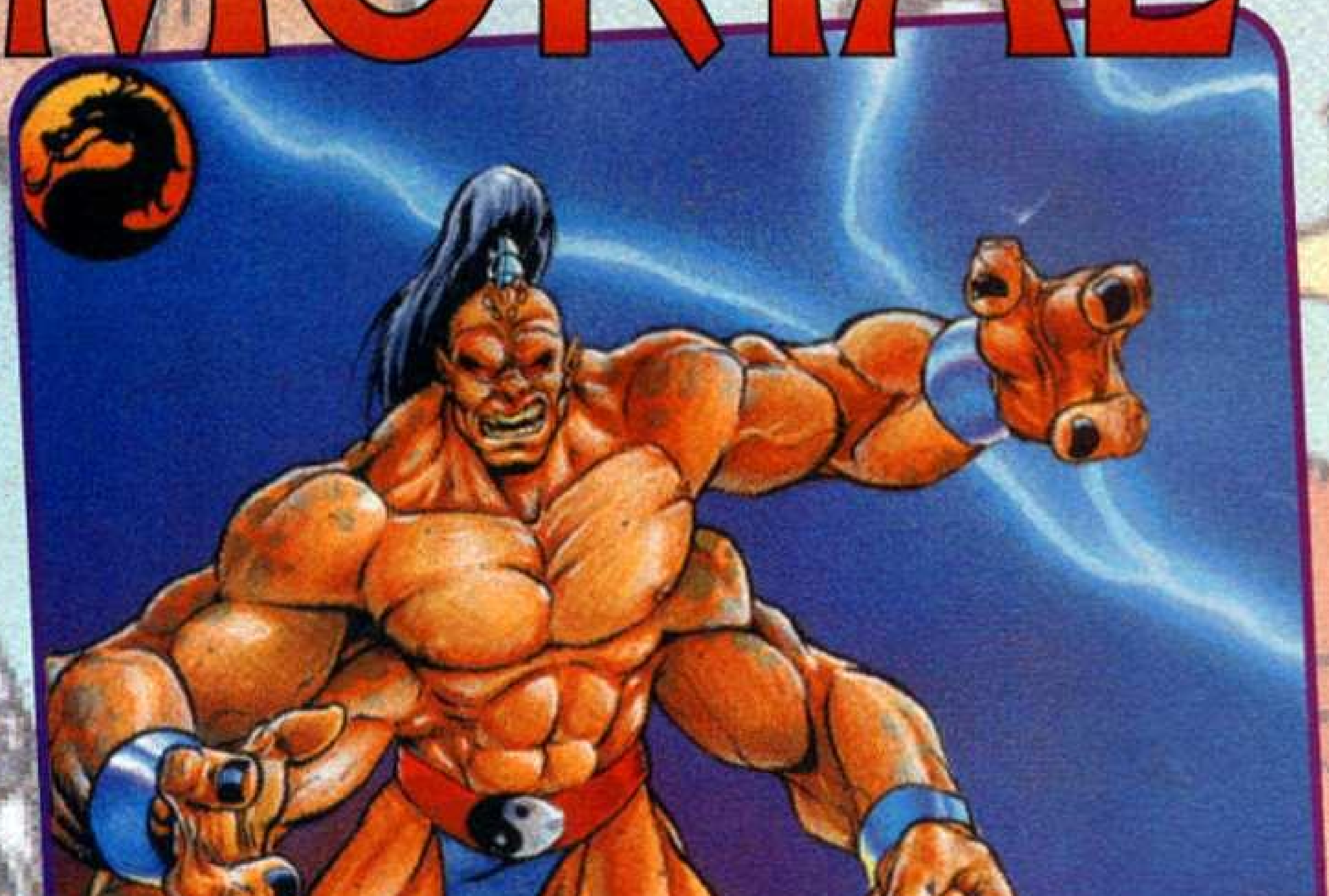
BY: ACCLAIM PRICE: TBA MEG: 16

MORTAL KO



Many years ago, Streetfighter 2 changed the face of video gaming forever. Not only did it make Capcom an obscene amount of money, it also spawned a number of imitations. From Fatal Fury to World Heroes, arcades all over the planet were swamped with one-on-one fighting games full of oddball characters and special moves. Probably the most popular of these was Midway's Mortal Kombat. It mixed digitised live-action graphics with plenty of special effects and buckets of gore. Now, after about a year, Mortal Kombat is wending its way to the Super NES, and then the Game Boy.

The Mortal Kombat tournament has seven characters to choose from, and it's your task to beat the rest. Next, you face an evil twin version of yourself, and this is followed by three endurance matches, where you're pitted against two fighters in turn. Should you battle your way through these it's time to face the deadly Goro, a four-armed mutant with more special moves than a John Travolta impersonators convention. If you get past him, it's a showdown with the grandmaster Shang Tsung for the title and the loot. The version we saw looks identical to the coin-op, but you'll have to wait until next month to see how it plays. It'll be out in September.

WE HAVE CONTROL

For the Mortal conversion, the Super NES joypad is once again used to full effect, with the X and Y buttons producing heavy punches and kicks whilst the A and B buttons are used for lighter, more rapid attacks. The top L and R buttons are used to make your character block, allowing you to move freely around the screen (unless blocking). And complex combinations of joypad commands, such as any Streetfighter fan should be used to, pull off the special moves particular to each charater.

MBAT

BATTLE 2
NEW CHAMP
CHAMP
VS
BATTLE ZONE:
THE COURTYARD

86
7000
SCORPION

▲ Welcome to month twof of the NMS 'Spot The Ball' competition.

20000
21
2500
KANO
SUB-ZERO

▲ No, no, no. First you take a step back and twirl THEN you return to take my hand and swing back...

60
KANO
SUB-ZERO

▲ We're singing a song, the buycket of water song...

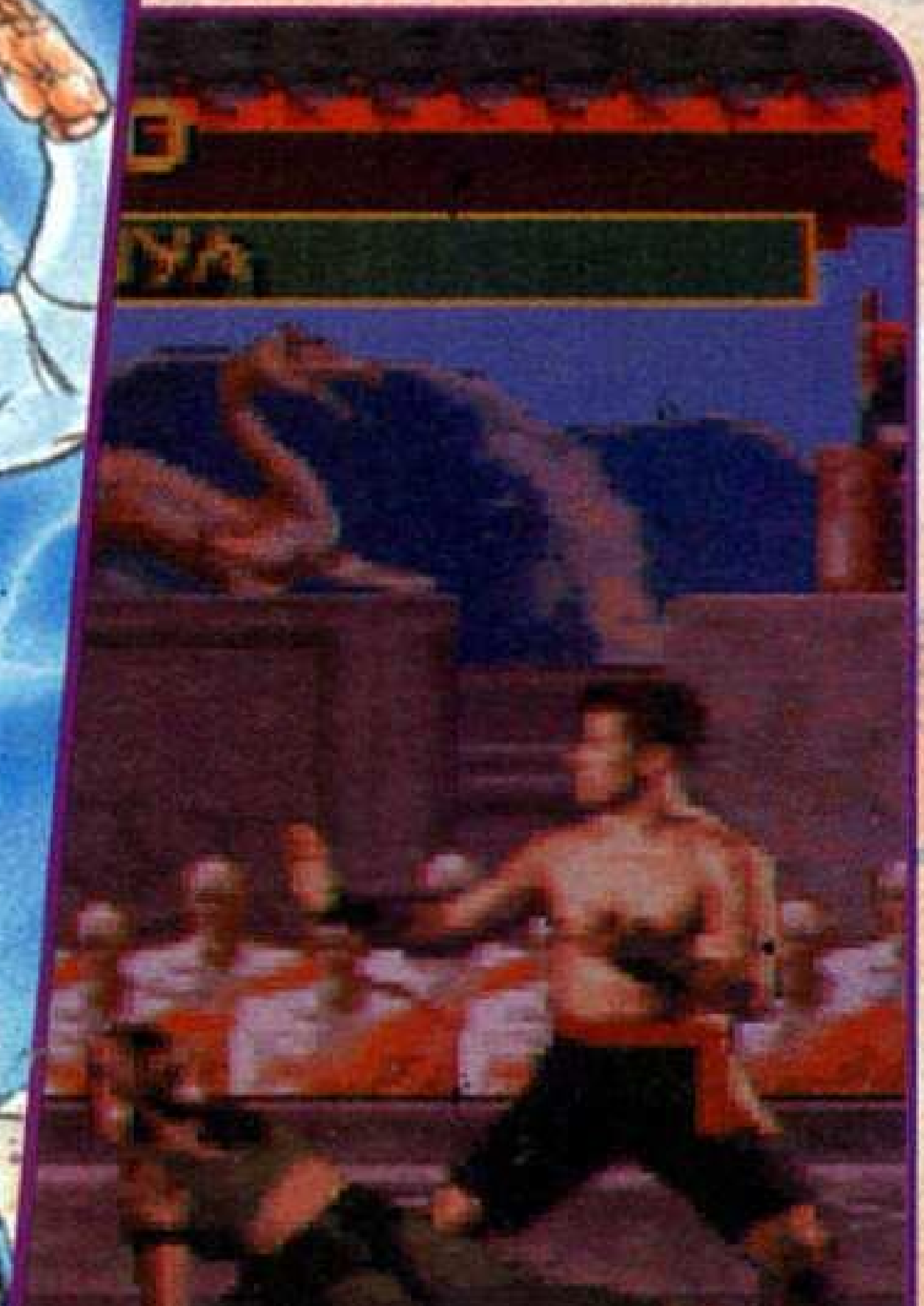
GO ON, 'IT 'IM. FINISH 'IM ORF...

One of the main attractions of Mortal Kombat is the "Death Move" each character has. Get someone down to a low enough energy rating and the message "Finish Him" (or Her) appears on screen. Execute a complex series of joypad jerks, and your character then slaughters the loser in one of the most gruesome ways imaginable. Spines are ripped out, heads explode, bodies plunge down sheer drops onto six-foot stakes. Truly, the gore is quite incredible. Being a bit on the sensitive side, Midway put a mess control switch in the arcade cabinet, so arcade owners could censor the proceedings as much or as little as they liked. However, Acclaim are nowhere near so sensitive and all the glop has been left in.

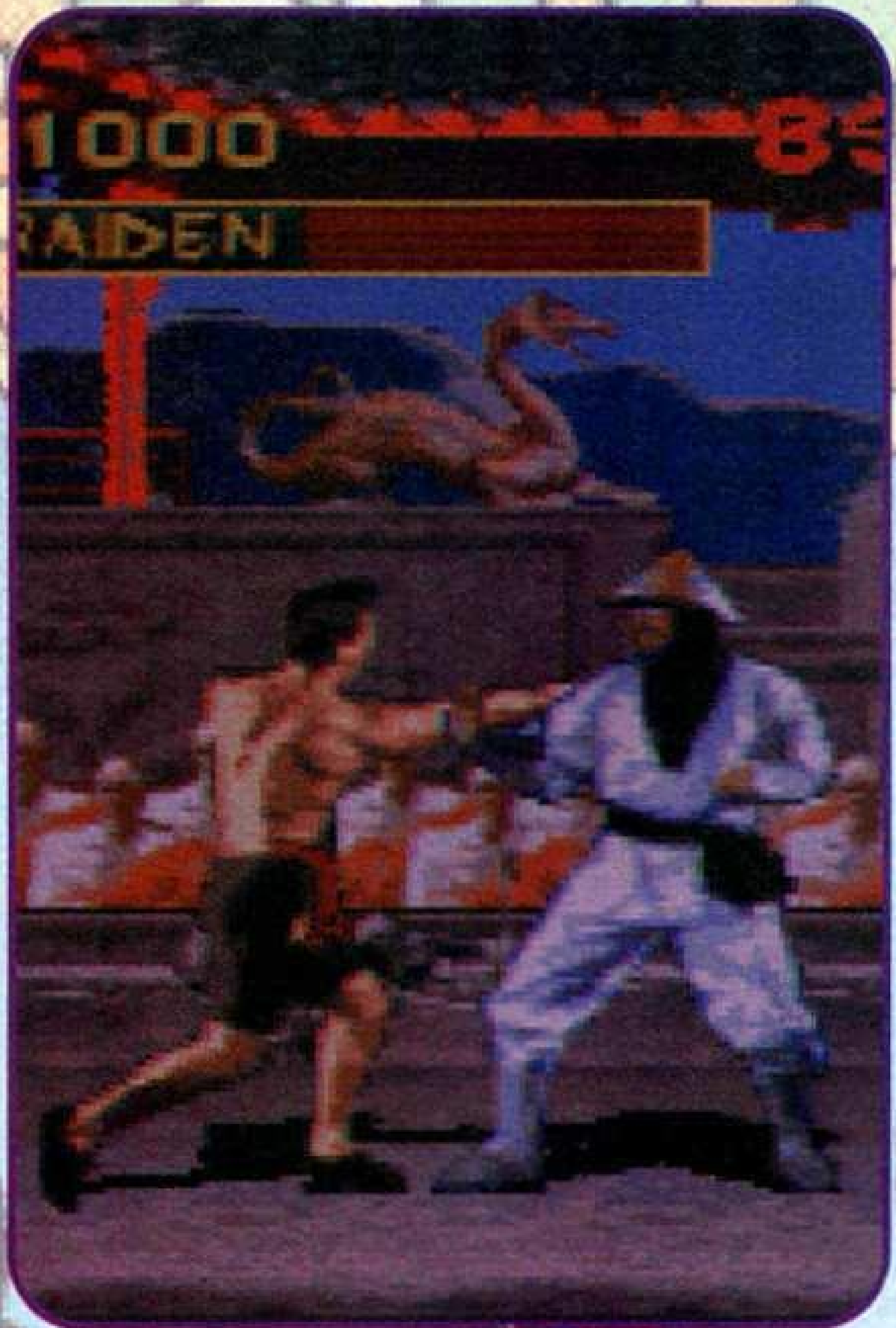
▲ Tickle, tickle, tickle. Oooh, stop it, I'll meself. No don't, please...

125500
83
CAGE

▲ Try as Raymond might, and even after months of intensive prctice, he never did quite get the hang of Sebastion's unique sand dancing skills.



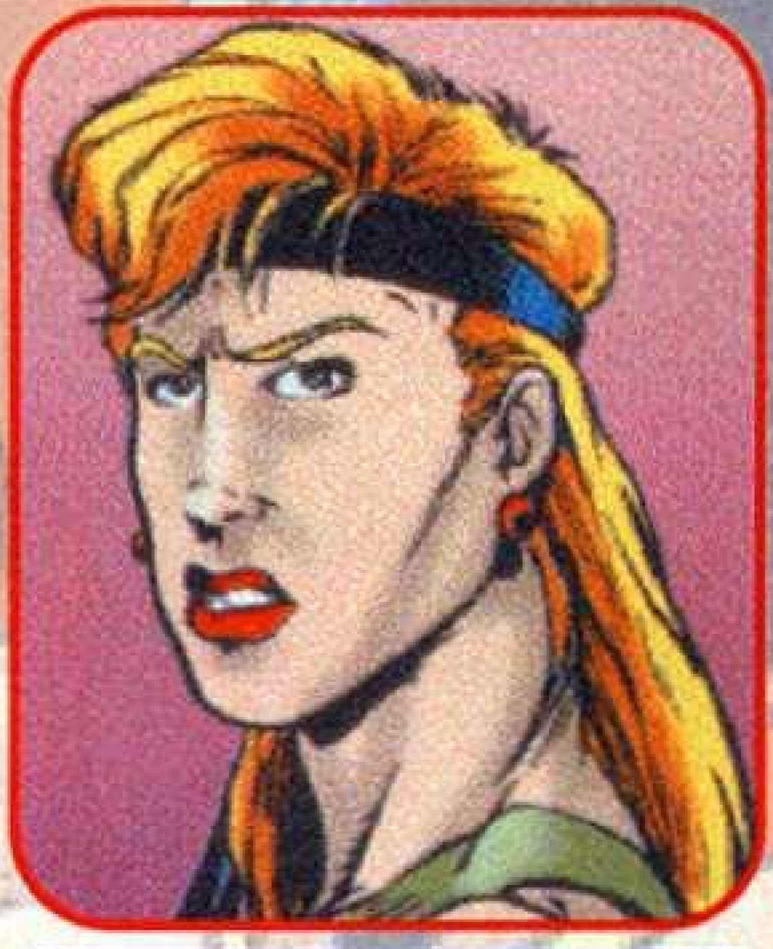
▲ Having being abandoned by a thoughtless GMTV crew, The Green Goddess scrimps to make a living working the bodies of men in shorts. Or something.



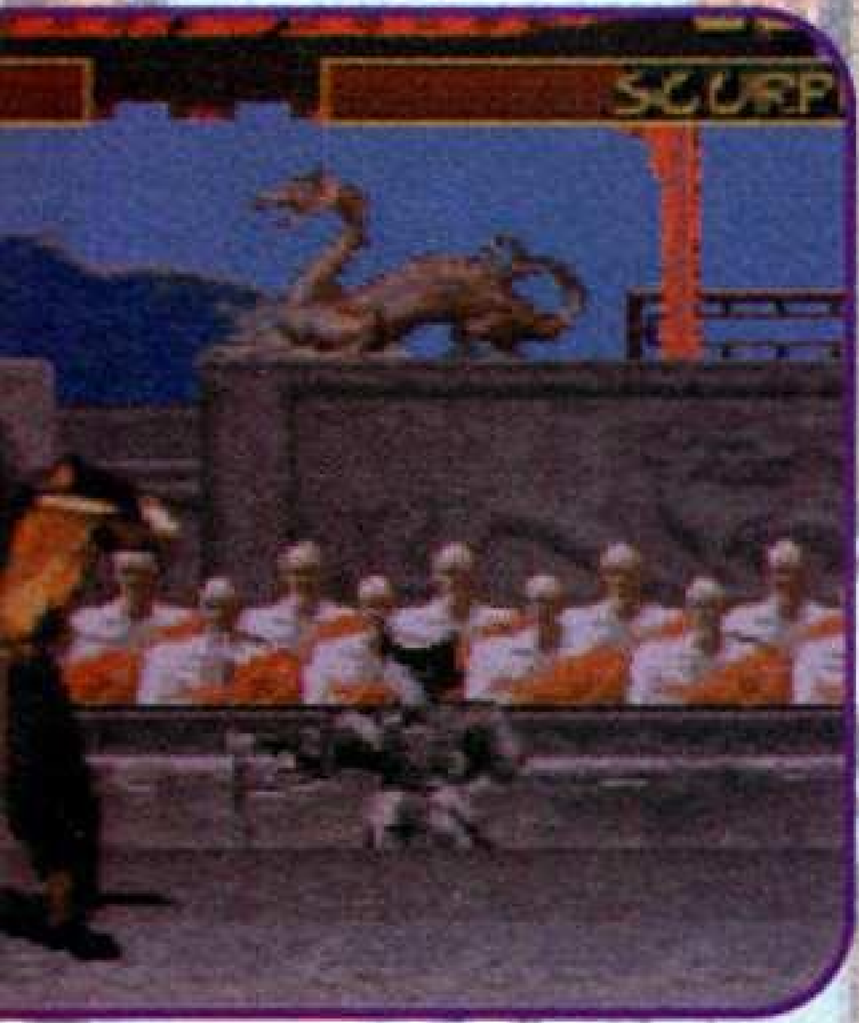
▲ Yuk! Don't put it on your headt it's unhygenic. Go on, give me my rice bowl back. It'll have nits in it now. Mum, tell him!

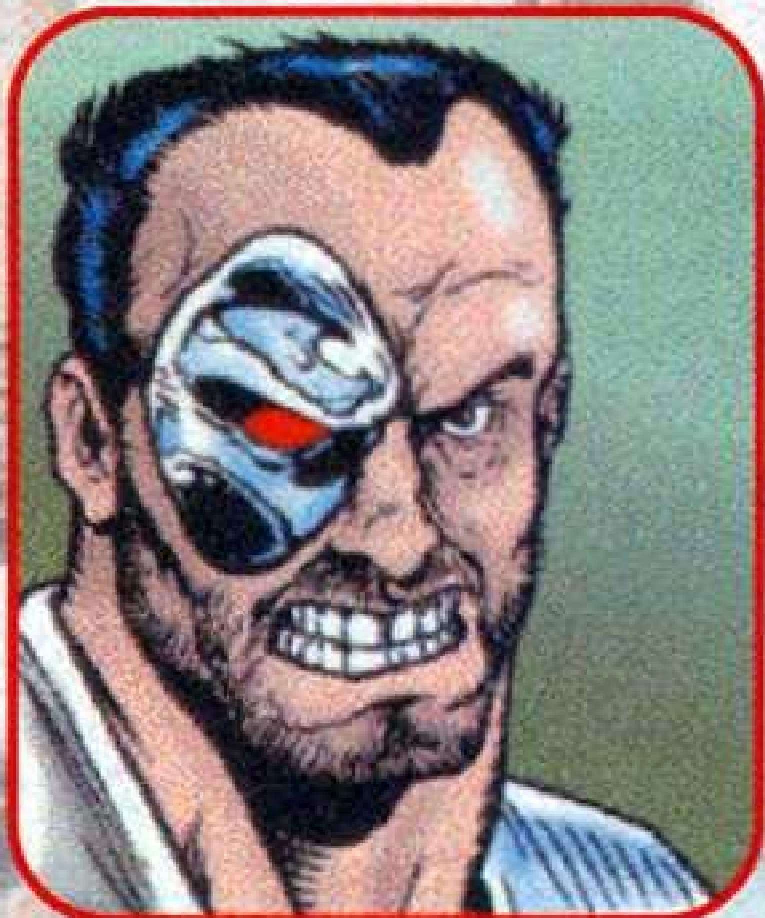
PUD 'EM UP, PUD 'EM UP...

There are seven characters to play in Mortal Kombat, all of whom have perfected their own style. Chop-socky action is the order of the day for Shoa Lin's own Liu Kang. He's a bit of a Bruce Lee and his special moves are a rather nifty rocket kick and a plasma ball projectile attack. Next, is Hollywood's Johnny Cage who's a bit of a film star in the vein of Mr Van Damme. His most favouritest move is the deadly (and graphically impressive) shadow kick, and it must be siad it is a bit tasty. Kano is the cyborg renegade criminal mercenary hoodlum gangster with a line in headbutts and spinning cannon-ball attacks. He's also going a bit thin on top, so he probably just goes on about how virile he is all the time. Sonya Blade is the goody-goody special police chick. Her Sonic Ray is a pretty good form of offence, despite it looking like a superheated Slinky Spring. Raiden, the Thunder God has adopted a human form to enter the challenge and show how ace he is. Which is a bit daft really. He should just be a cloud and lightning everyone to death. Still, his flying doom charge is quite lethal in itself. Finally, there's the ninja brothers, Sub Zero and Scorpion. Sub Zero has a handy freeze ray which incapacitates enemies for a few seconds, and Scorpion has a big nasty barbed spear which he takes great delight in ramming through people. How quaint.

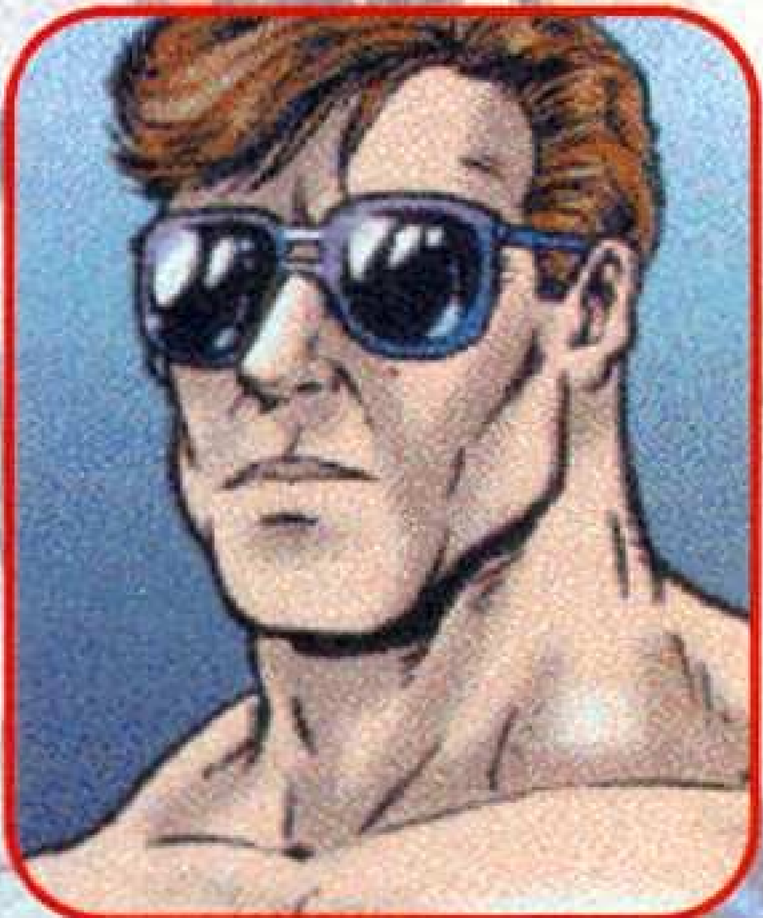


SONYA BLADE

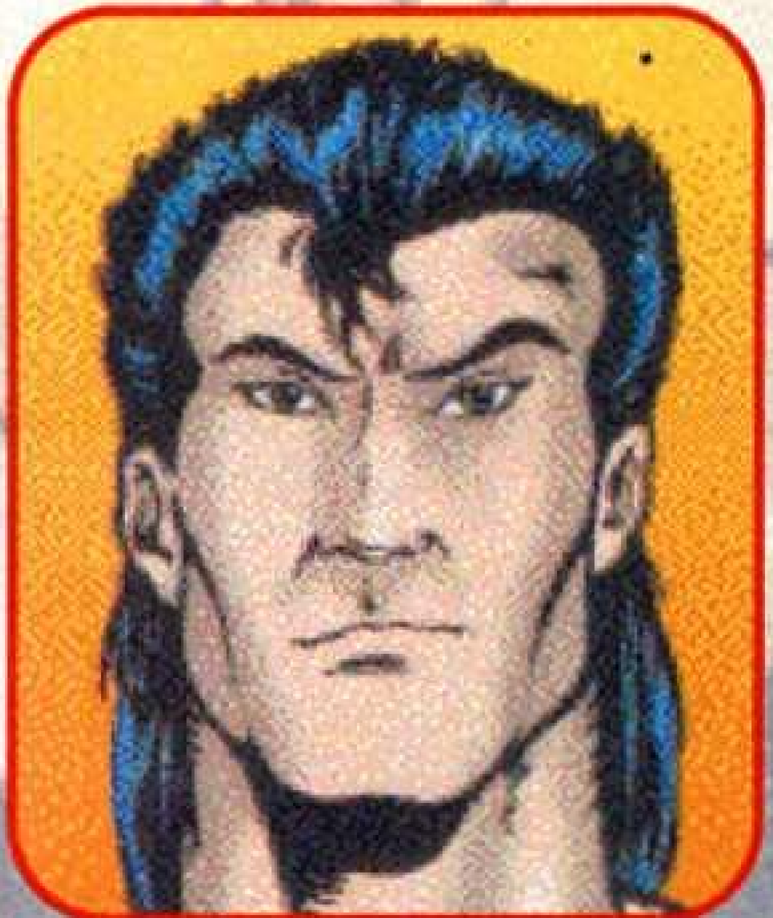




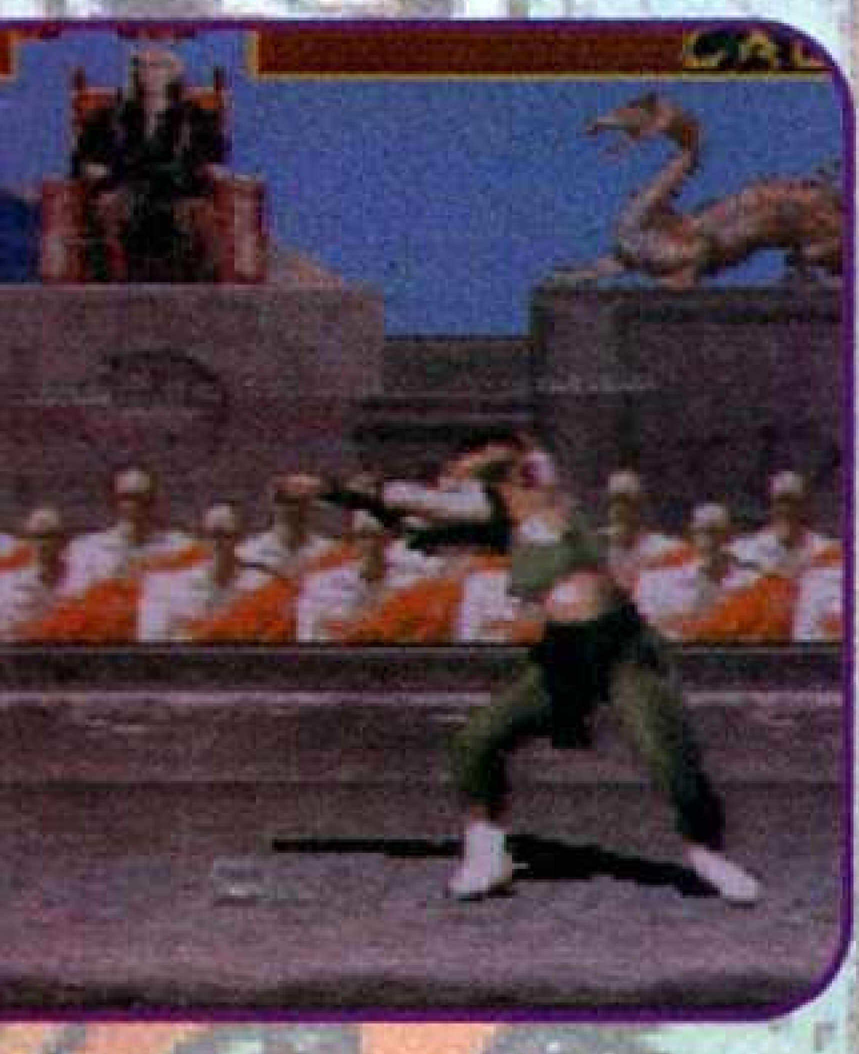
KANO

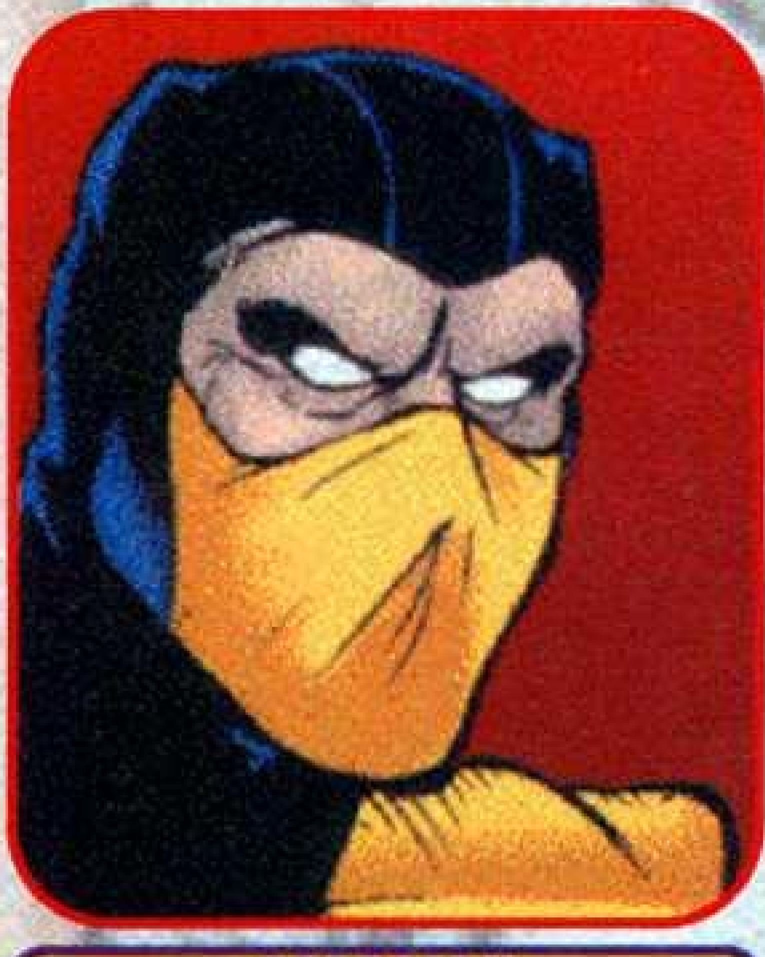


JOHNNY CAGE

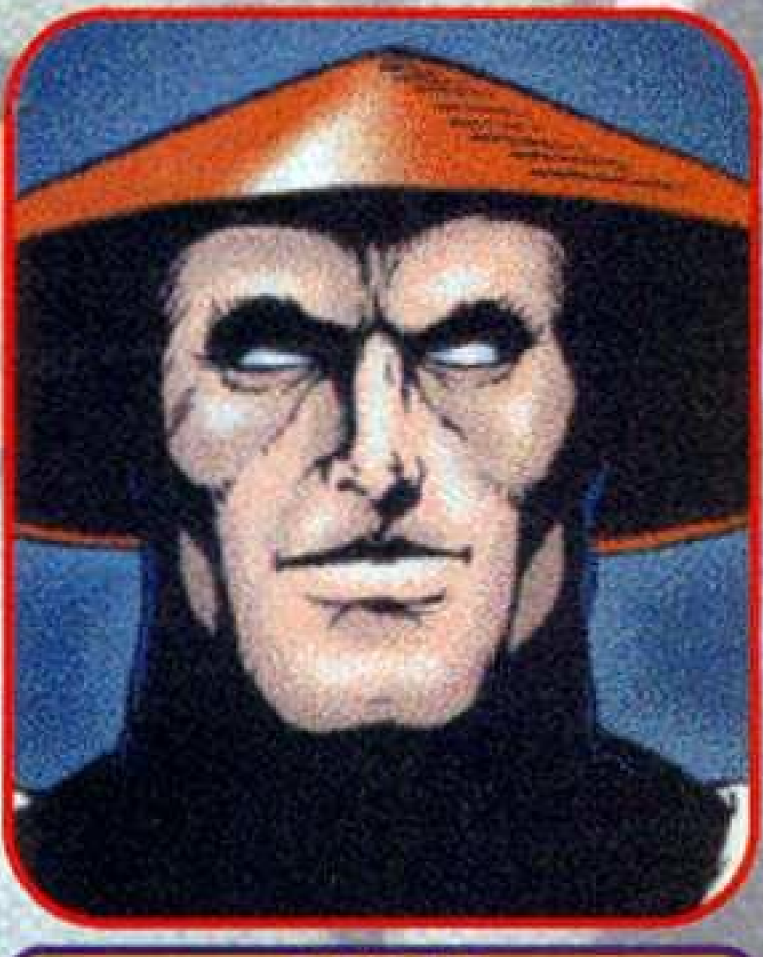


LIU KANG

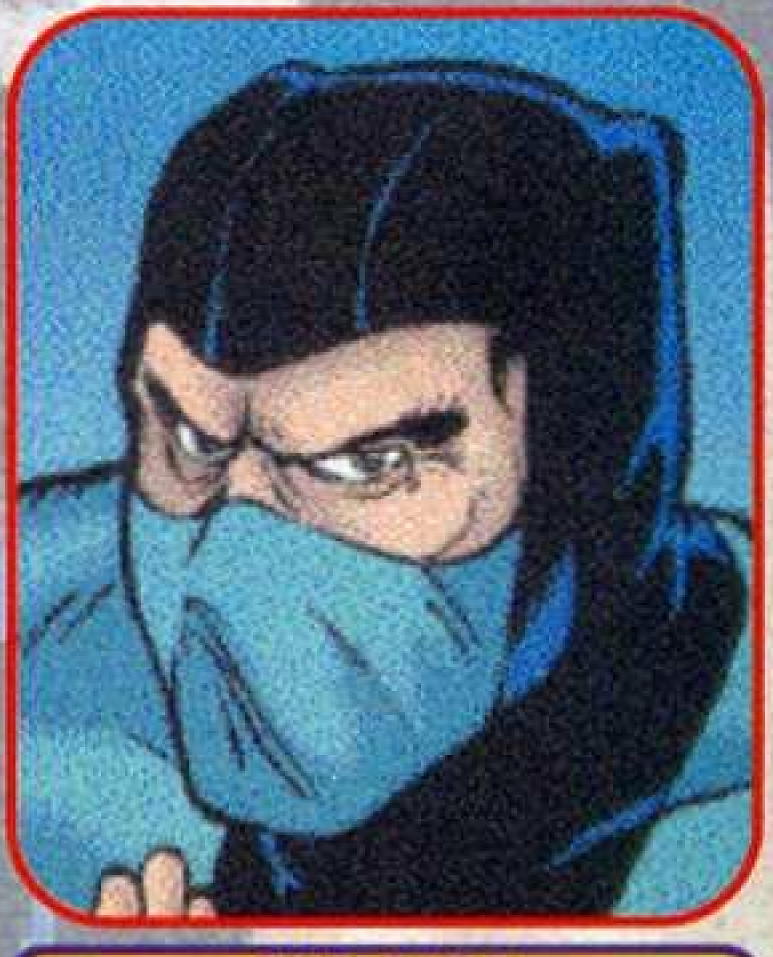




SCORPION



RAIDEN



SUB-ZERO

Final Fight 2
GAME START
OPTION MODE

CART SPEC

- **BY:** CAPCOM
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** BEAT EM UP
- **CART SIZE:** 10 MEG

GAME INFO

- **PLAYERS:**
2
- **CONTROL:**
Joypad
- **GAME DIFFICULTY:**
very Easy
- **CONTINUES:**
5
- **RESPONSIVENESS:**
Okay
- **1ST DAY SCORE:**
Complete Game
- **GAME ORIGIN:**
Sequel to the massively huge and very popular indeed arcade game Final Fight.

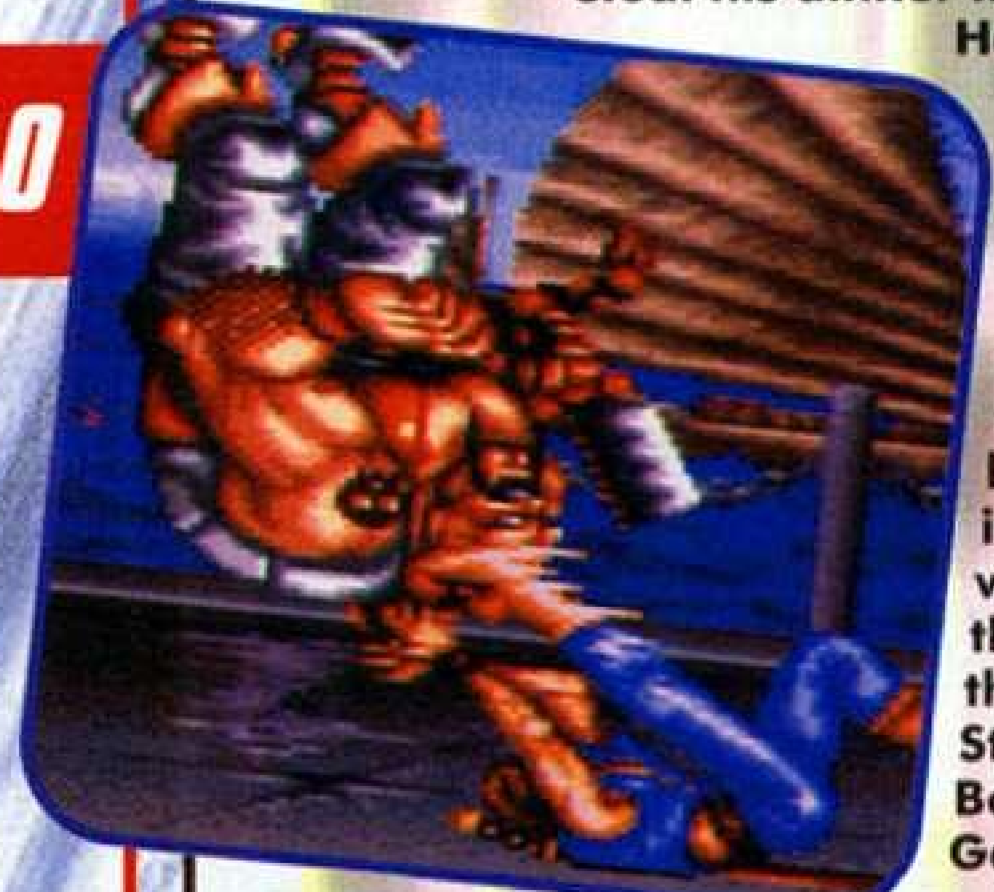
CONTROLS

- **HOW TO PLAY:**
Have Twinbee and/ or Winbee Shoot and punch their way through seven levels of vertically-scrolling action.

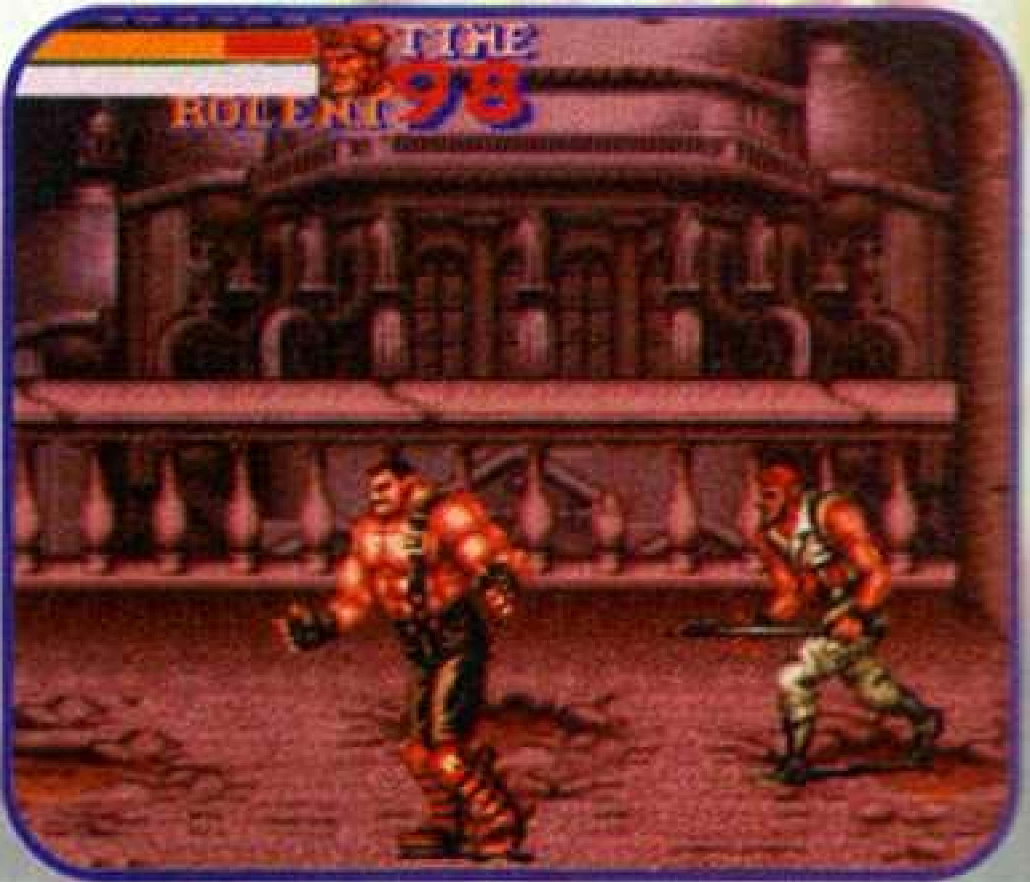
A	NOTHING
B	PUNCH
X	NOTHING
Y	JUMP
L/R	L: NO FUNCTION R: NO FUNCTION
S	START: STARTS/PAUSES SELECT: NO FUNCTION

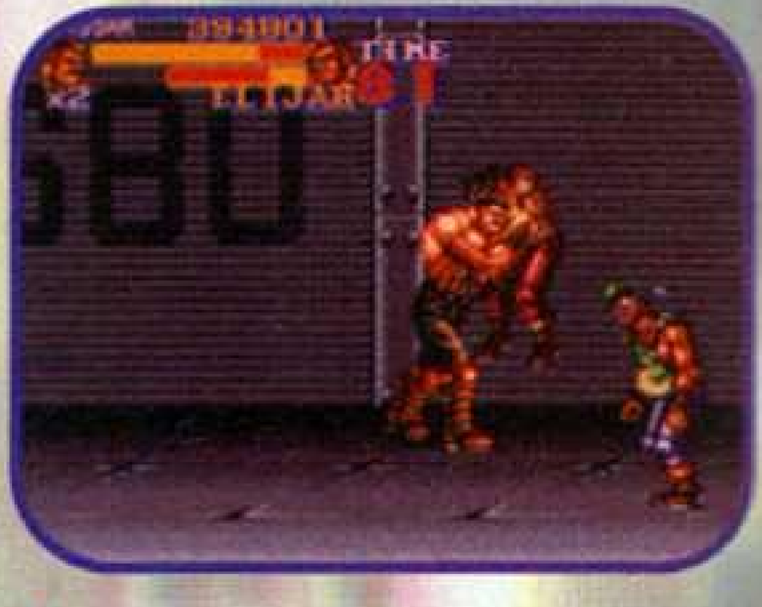
Poor old Mr Haggar. He's knocking on a bit, and thought he'd hung up his punching hat after the first Final Fight coin-op. Sadly, the old chap can't help but get into fights all the time. You'd have thought that, as mayor of Metro City, fisticuffs opportunities would be few and far between. Wrong. First of all, the Mad Gear Gang kidnapped his daughter Jessica and he had to traipse across town to rescue her from some fat old bald bloke in a wheelchair. And now, with Jessica safely back in his arms the newly-reformed Absolutely Stark Raving Bonkers Gear Gang have decided to cause him more grief.

It's all down to a by-law Haggar passed as a supplement to the Gratuitous Violence act of 1433, stating that no vicar should be roughed up and/or mugged on a Sunday. All well and good in the eyes of the general public mayhaps, but the Absolutely Stark Raving Bonkers Gear Gang happened to like their Sunday pastime of 'phoning vicars with invitations to tea parties, and then giving them all the wrong directions. Also, if by any chance a man of the cloth did make make it round to the house, they'd give him a Chinese burn and steal his dinner money. Only Haggar can stop this evil-doing, and does so by recruiting his mates Carlos the Spaniard and Maki the token female, before wandering around the world hitting all the members of the Absolutely Stark Raving Bonkers Gear Gang.

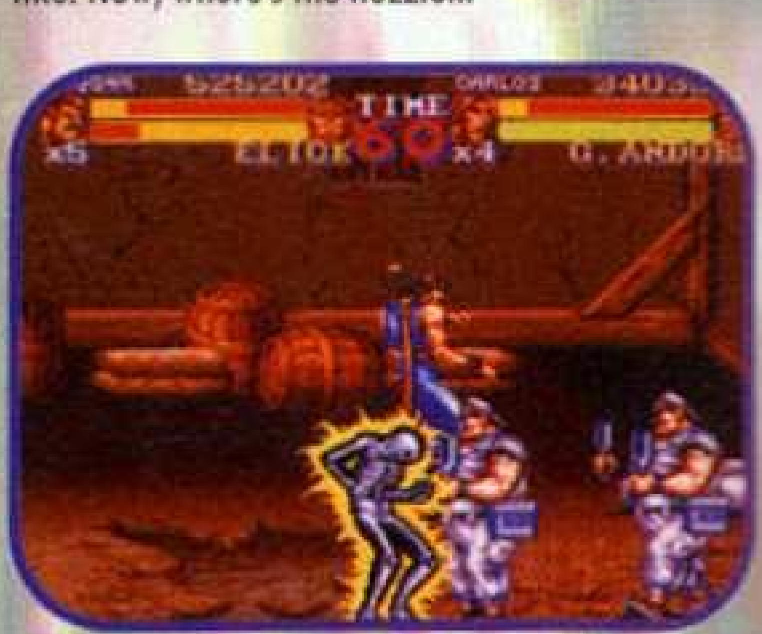


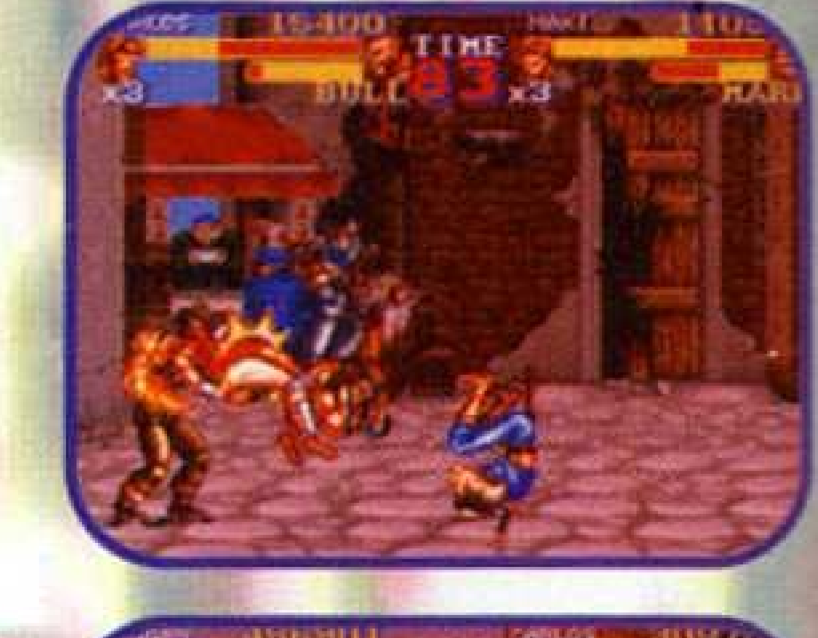
Oh yes, Final Fight 2 is a return to good old horizontally scrolling beat 'em up. The screen is sort of psuedo-3D in order to give the action "depth", and the enemies pile on to duff up our heroes. That's it, really.

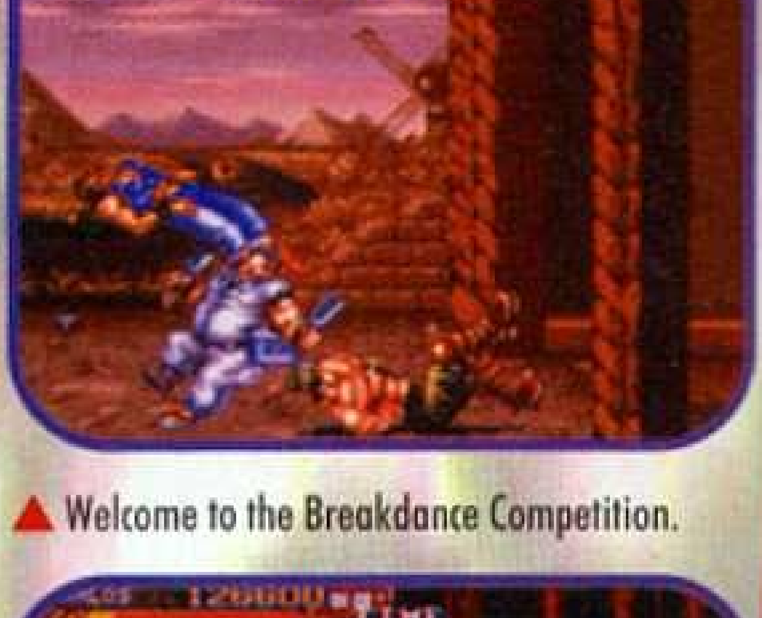




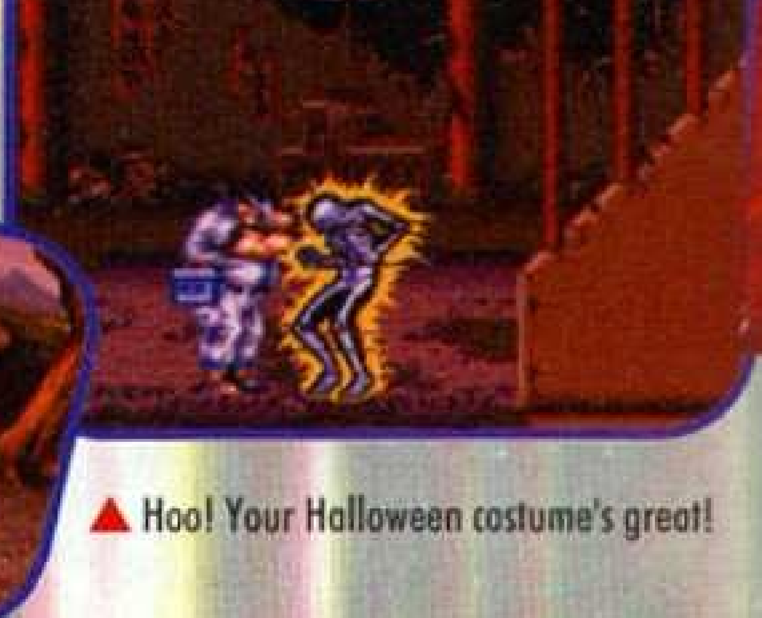
▲ Hey, these inflatable hoodlums are really life-like. Now, where's the nozzle...







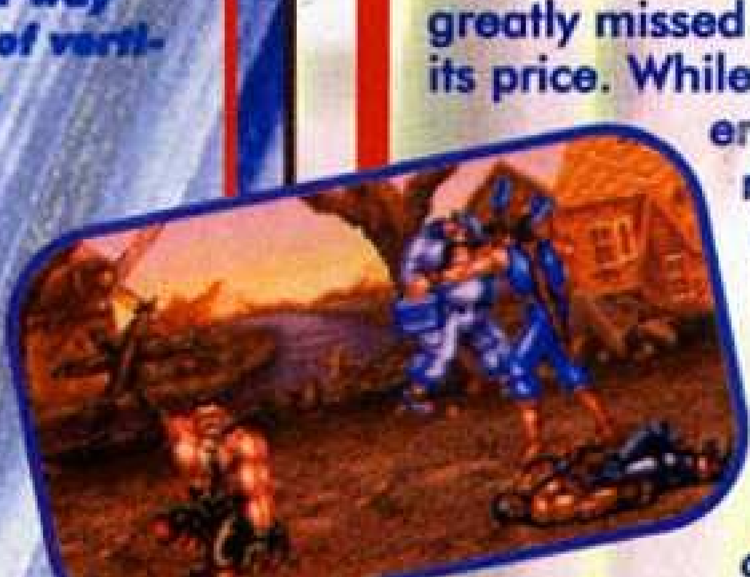
▲ Welcome to the Breakdance Competition.

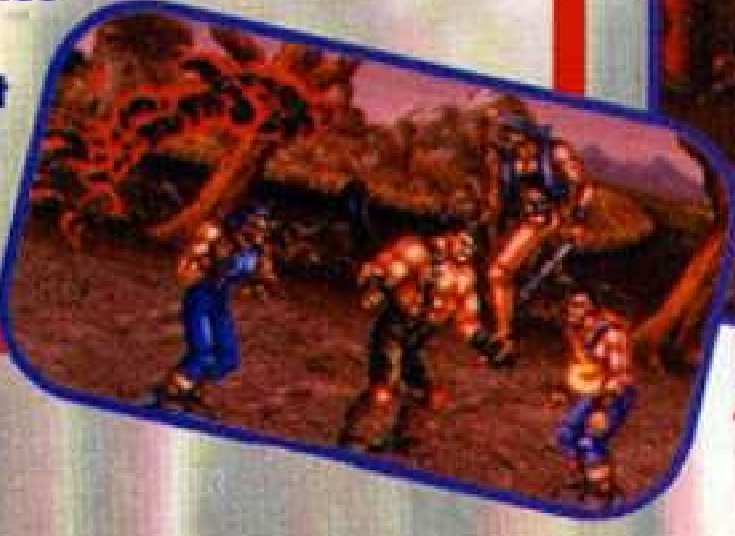


▲ Hoo! Your Halloween costume's great!

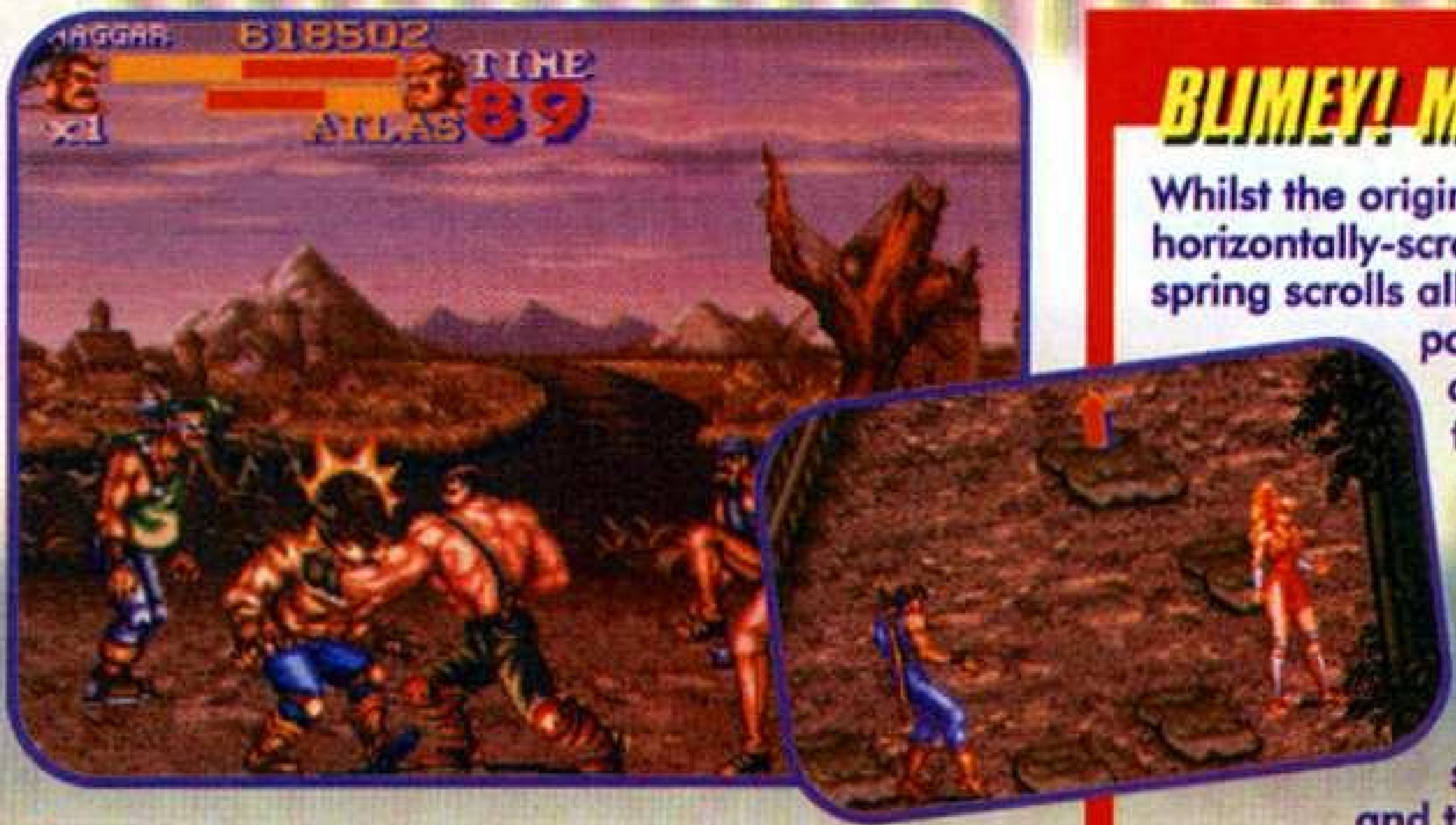
COR! TWO PLAYERS!

The single most important addition to Final Fight 2 is the two-player option which was greatly missed in the original. However, it has its price. While it's possible to have two players on screen simultaneously it means the size of the sprites has had to be scaled down a bit to compensate. Also, as in the first game there are only ever three enemy sprites on the screen at any one time, because of the sprite handling capabilities of the machine being a bit stretched. It also makes the game far easier in two-player mode.





▲ No, no, no. Step 1, 2, 3 jump...

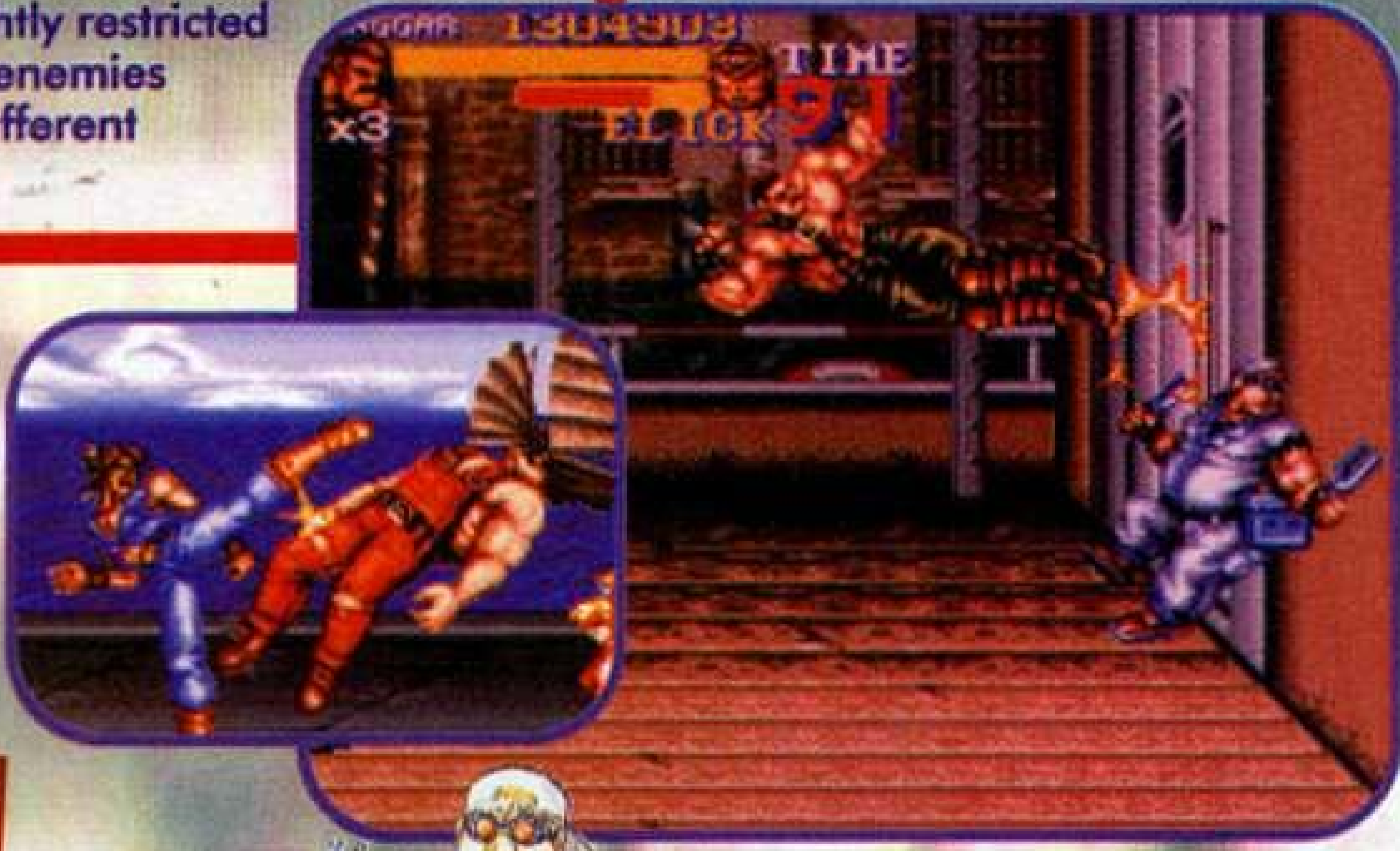


Excuse me, there's to be a fly on your nose. I'll get it...

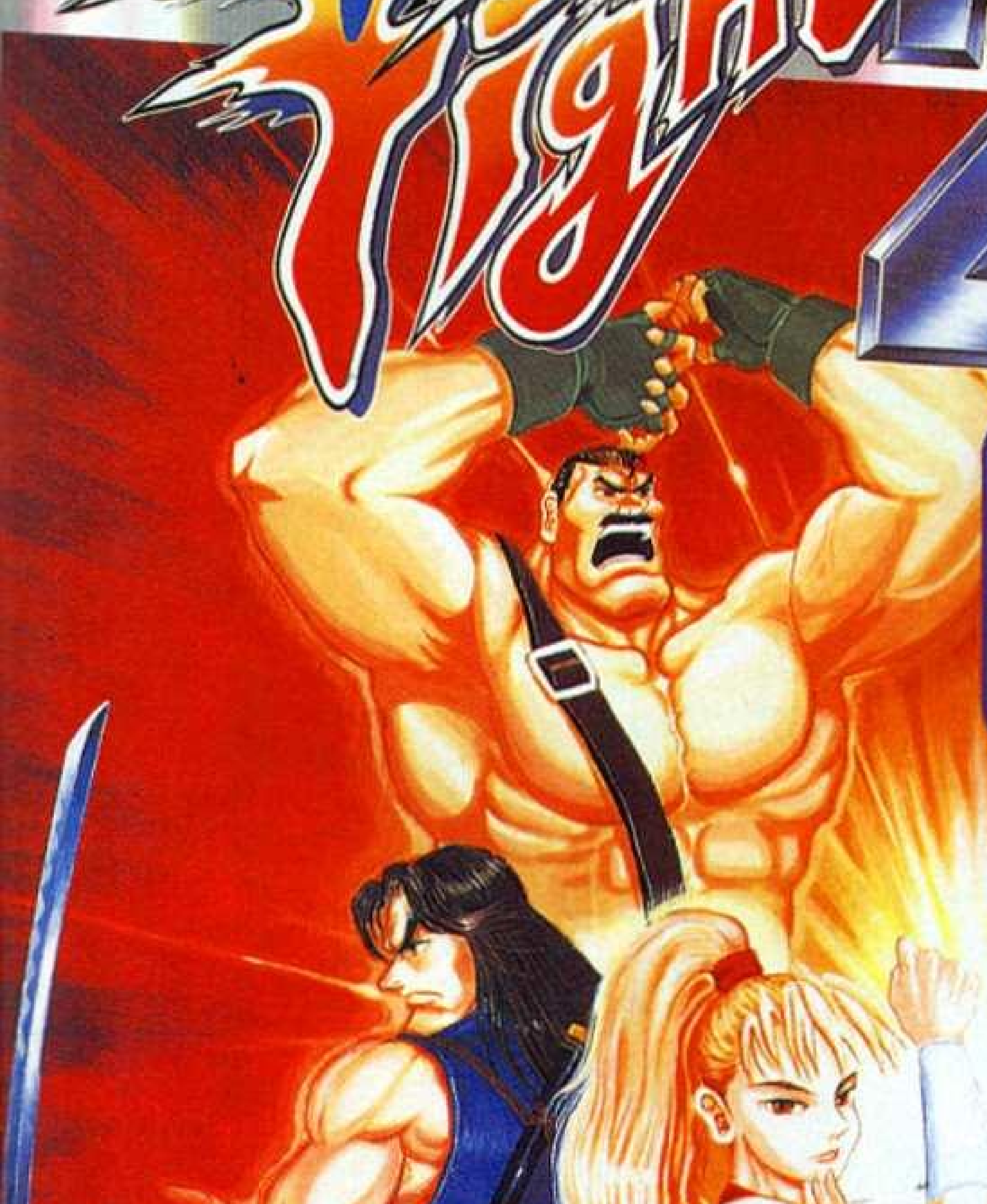
BLIMEY! MULTIDIRECTIONALITY

Whilst the original Final Fight was yer ornery horizontally-scrolling beat 'em up, its offspring scrolls all over the place! At certain points in the game, arrows indicate for the player to guide their character up or down the play environment . However, this makes little real difference, as you still only get a side view of the sprites, and it generally just means that the screen area is slightly restricted and the enemies approach form a different angle. Big thrills.

As Haggar made his way across Europe, he found punching specific baddies made them produce a golden crown. Or something. Oh, for God's sake. Look, he's kicking someone, alright?



Final Fight 2®



COMMENT

RAD

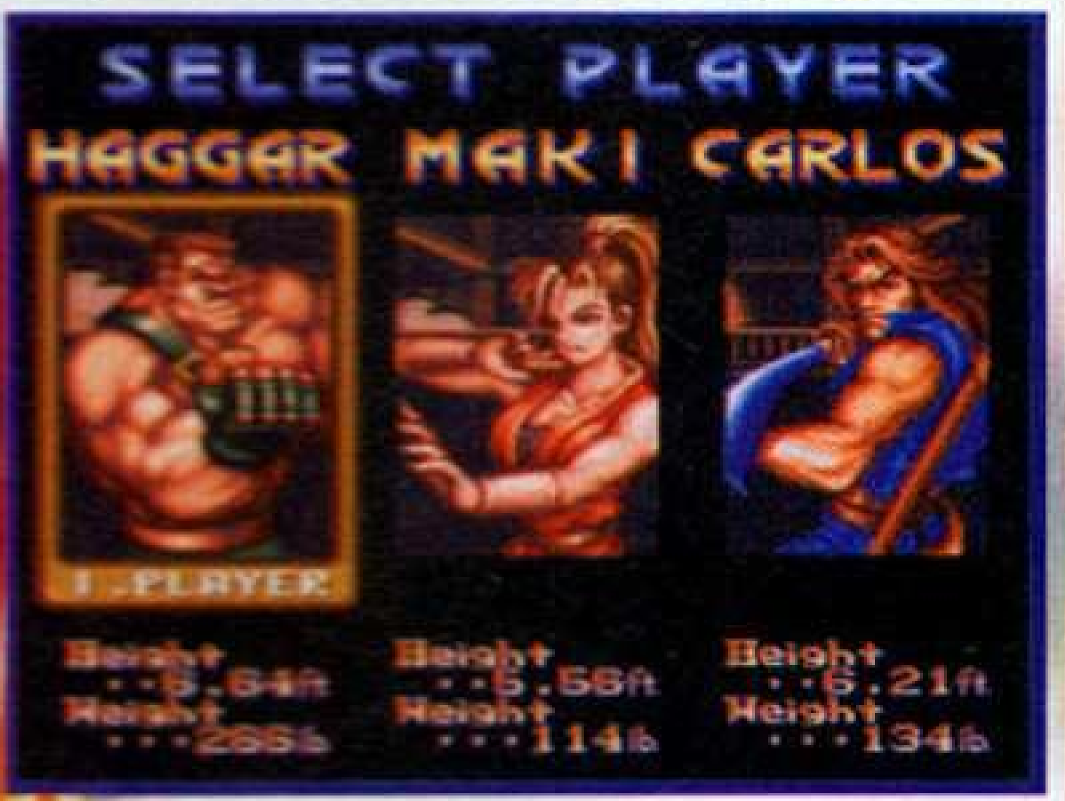
Final Fight 2 must be one of the most eagerly-awaited games ever, and expectations were running high, especially thanks to the loads of smart-looking early screenshots we saw. So imagine our dismay when we got it in and discovered it was abolutely pants. What went wrong? Well, to start the obituary, whilst the graphics look great in stills, once they start moving they ruin it all. The animation is crap, the scrolling isn't too hot and the sprites are prone to flicker when things get busy. Gameplay-wise there's one huge complaint - it's far too easy. Gary and I completed it on NORMAL on our first go. In one-player mode it's not much harder, merely a case of standing in one corner and pressing the punch button repeatedly. That's the other real problem, the element of strategy that was present in the first game has disappeared. Final Fight 1 had herds of different enemies, each with their own moves and attack patterns. Final Fight 2 has one enemy with one attack pattern and loads of different faces. What this leads to is Dull Repetitiveness City. The new characters don't add anything because they're exactly the same as the last ones, with the same moves and even similar appearances. Capcom have really let everybody down with this one, so if you're looking for two-player beat 'em up thrills go for Brawl Brothers instead.

Final Fight 2

▲ look at me! I'm Hacksaw Jim Duggan! Ho!

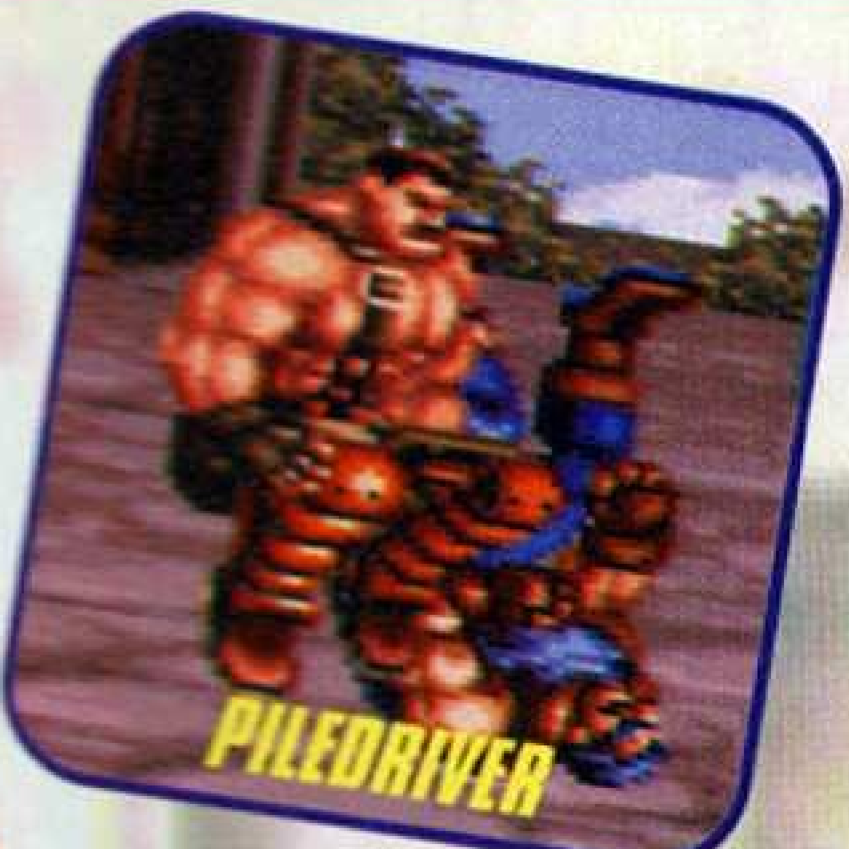
ITS YOUR CHOICE

Roll up, roll up. Pick one of these luvverly chaps to fight across Europe. They're great!

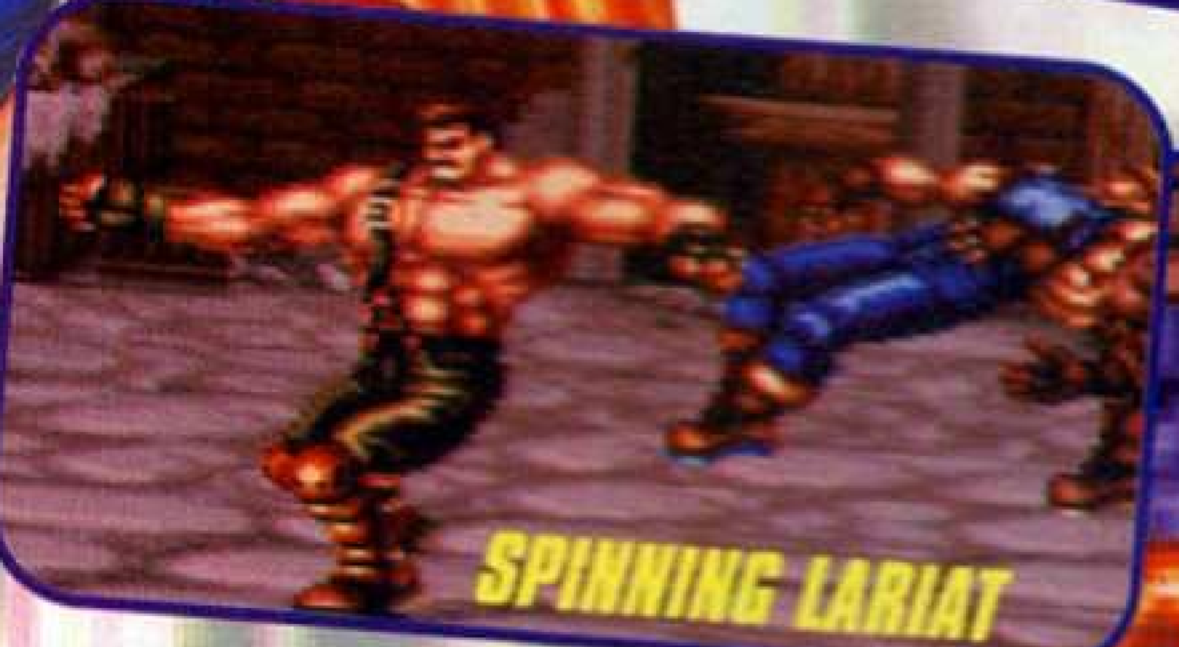


HAGGAR

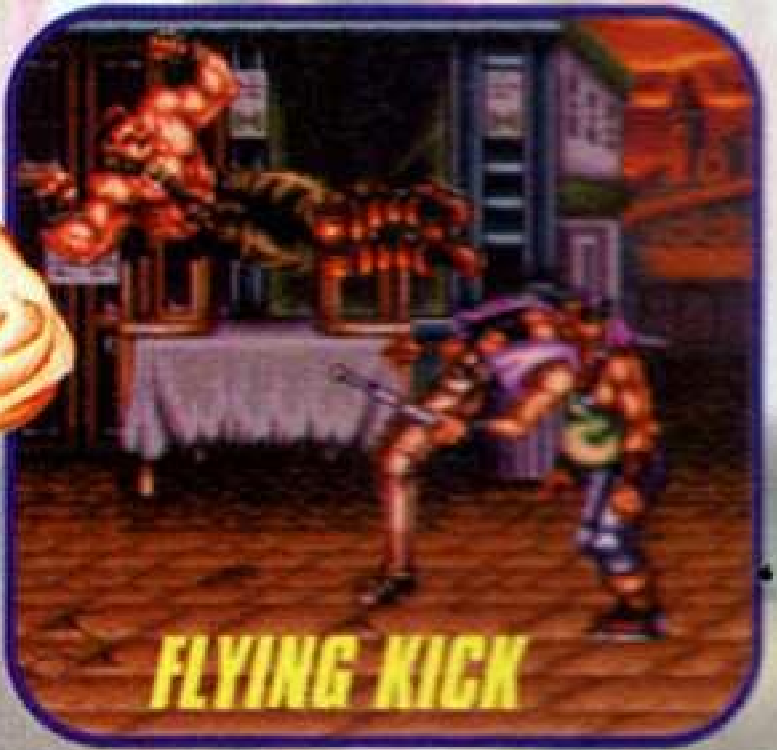
PUNCH: Press the B button to make Haggar punch
FLYING KICK: Jump in a direction and press the attack button for this. Doesn't do much damage but knocks the recipient onto the floor.
FLYING CHEST DROP: Press down whilst executing a flying kick to do this one. Mind you, it's just the same as the flying kick.
SPINNING LARIAT: A bit like Zangief's move in SF2. Press the attack and jump buttons simultaneously to pull this one off. Does heaps of damage, but Haggar loses energy every time it connects.
GRAB: Just walk into someone to grab them. From here, a number of moves are available...
HEADBUTT: Haggar can nut someone up to three times before dropping them. A good tactic is to headbutt them twice and then try one of the throws.
NECKBREAKER: Just press the pad in any direction and attack to slam somebody around a bit. Does a lot of damage.
CORKSCREW PILEDRIVER: Again, this is just like Zangief's. Best move in the game and does loads and loads of damage.



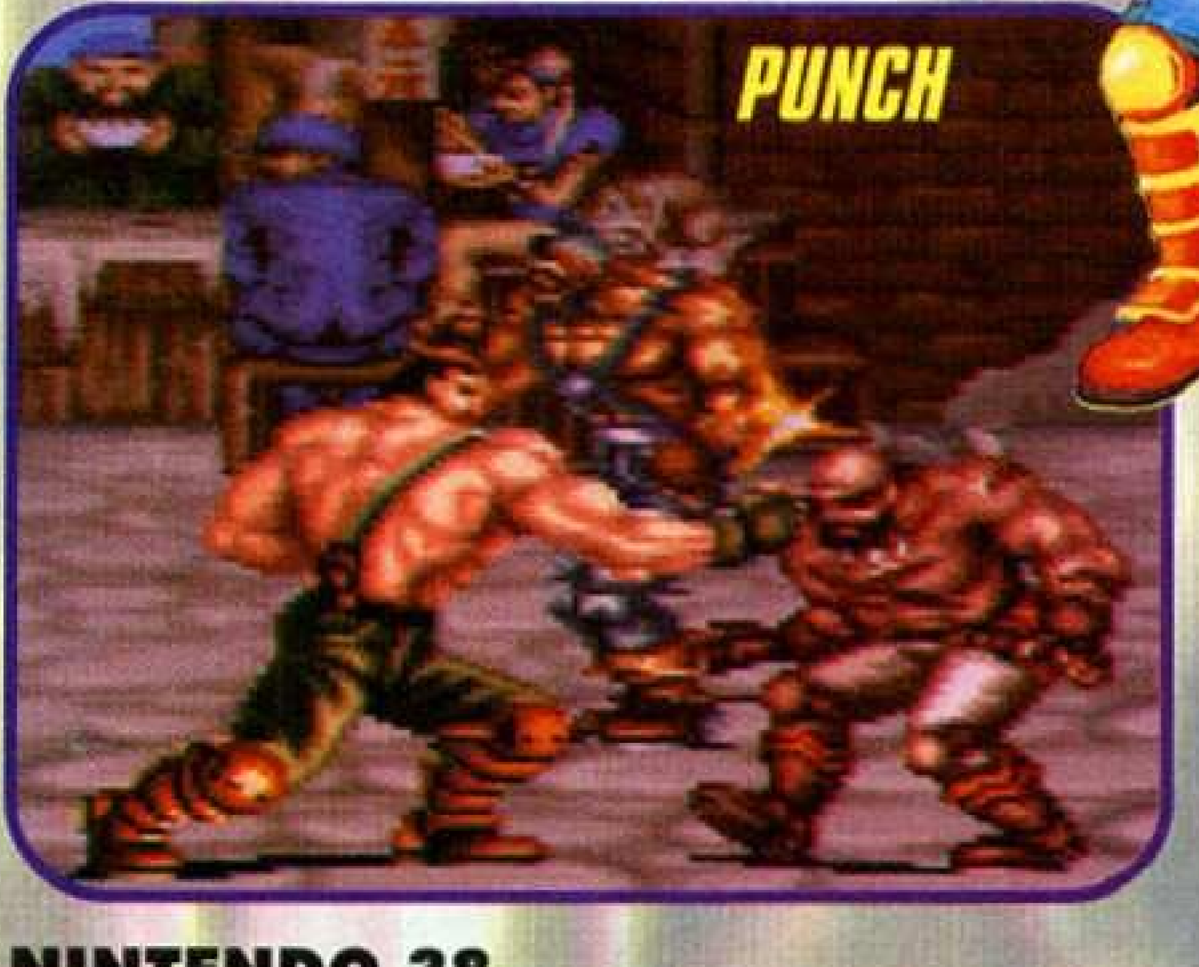
PILEDRIVER



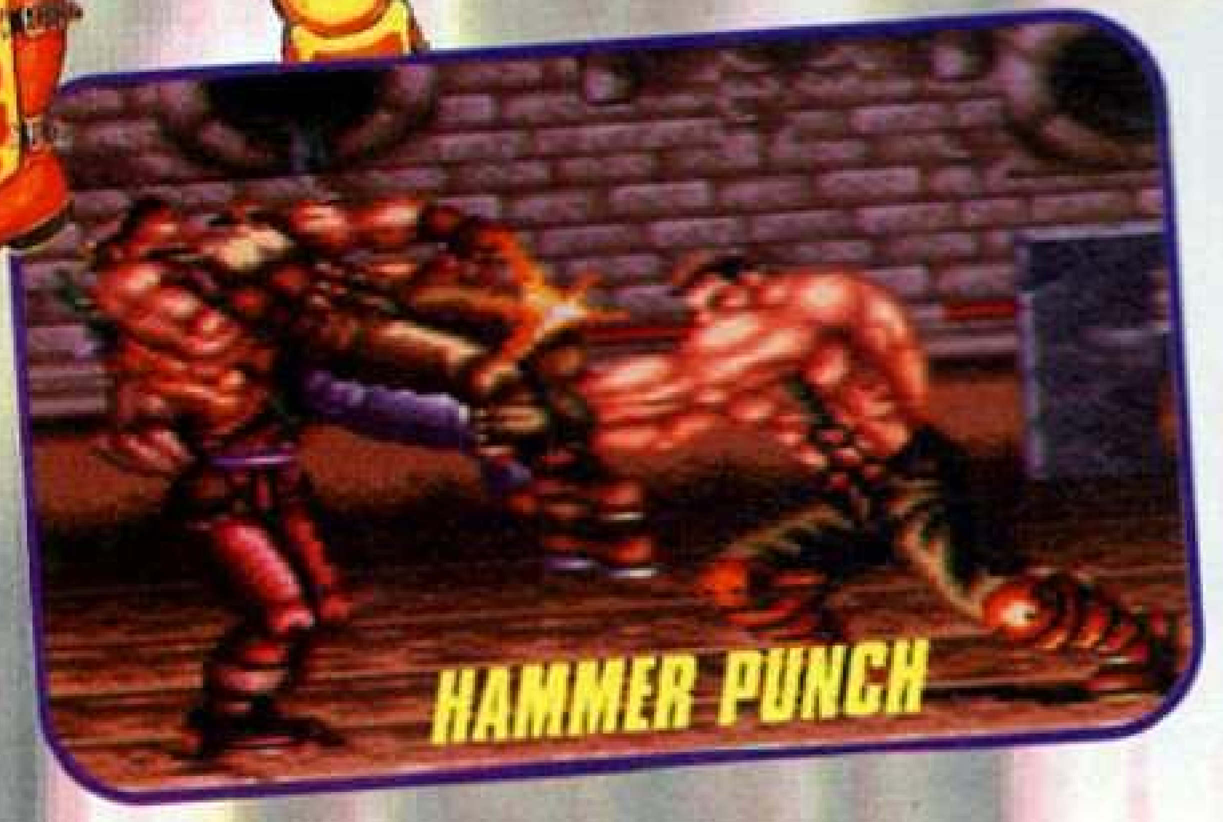
SPINNING LARIAT



FLYING KICK

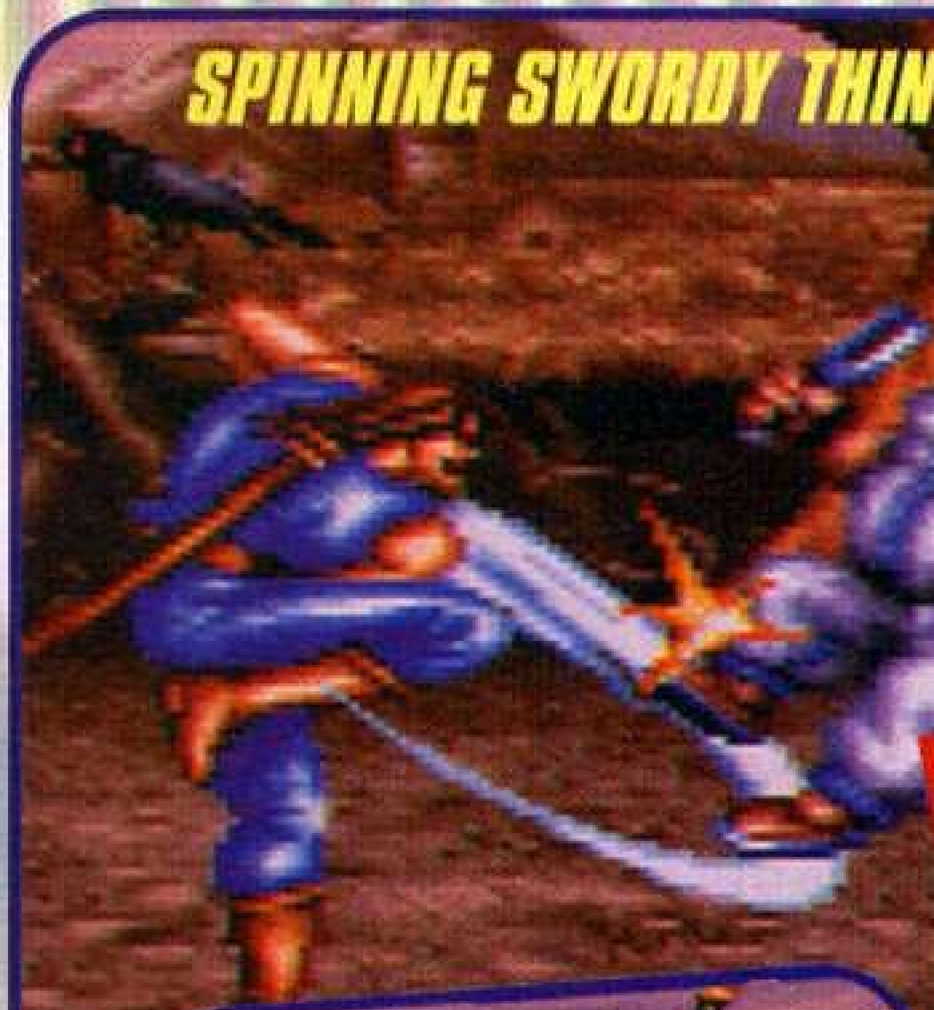


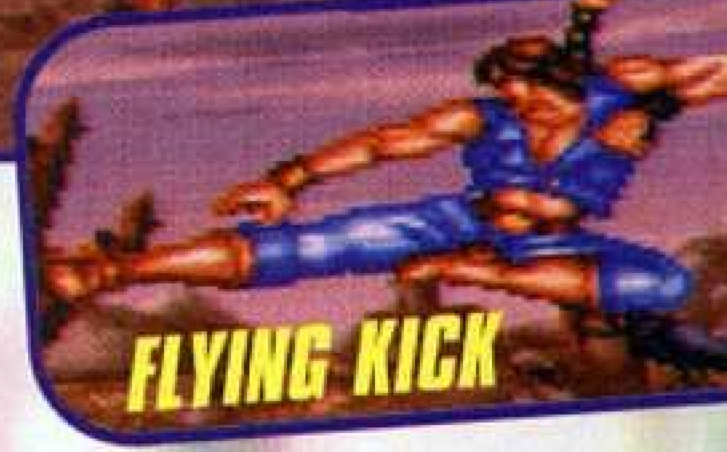
PUNCH



HAMMER PUNCH

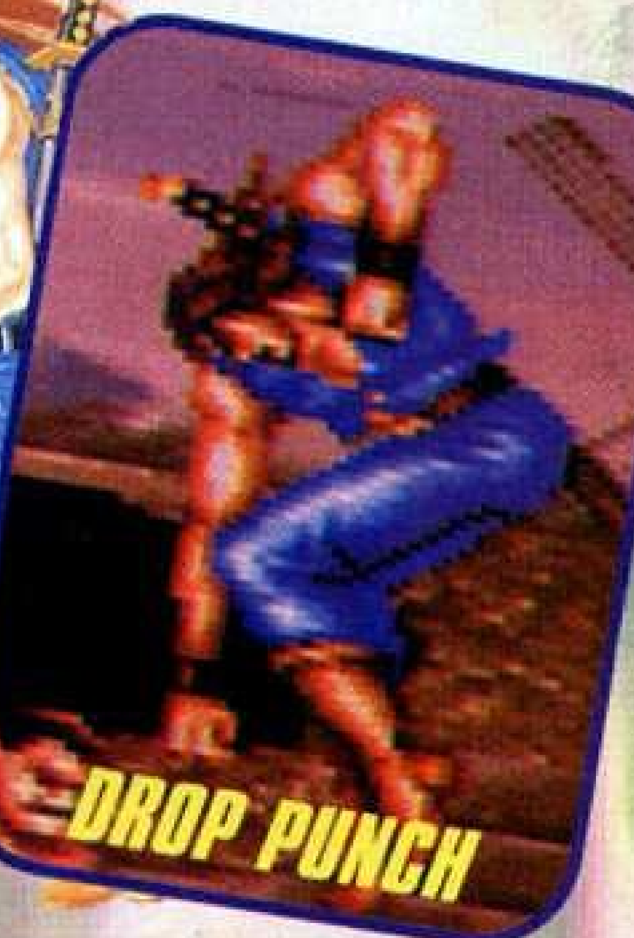
NECKBREAKER

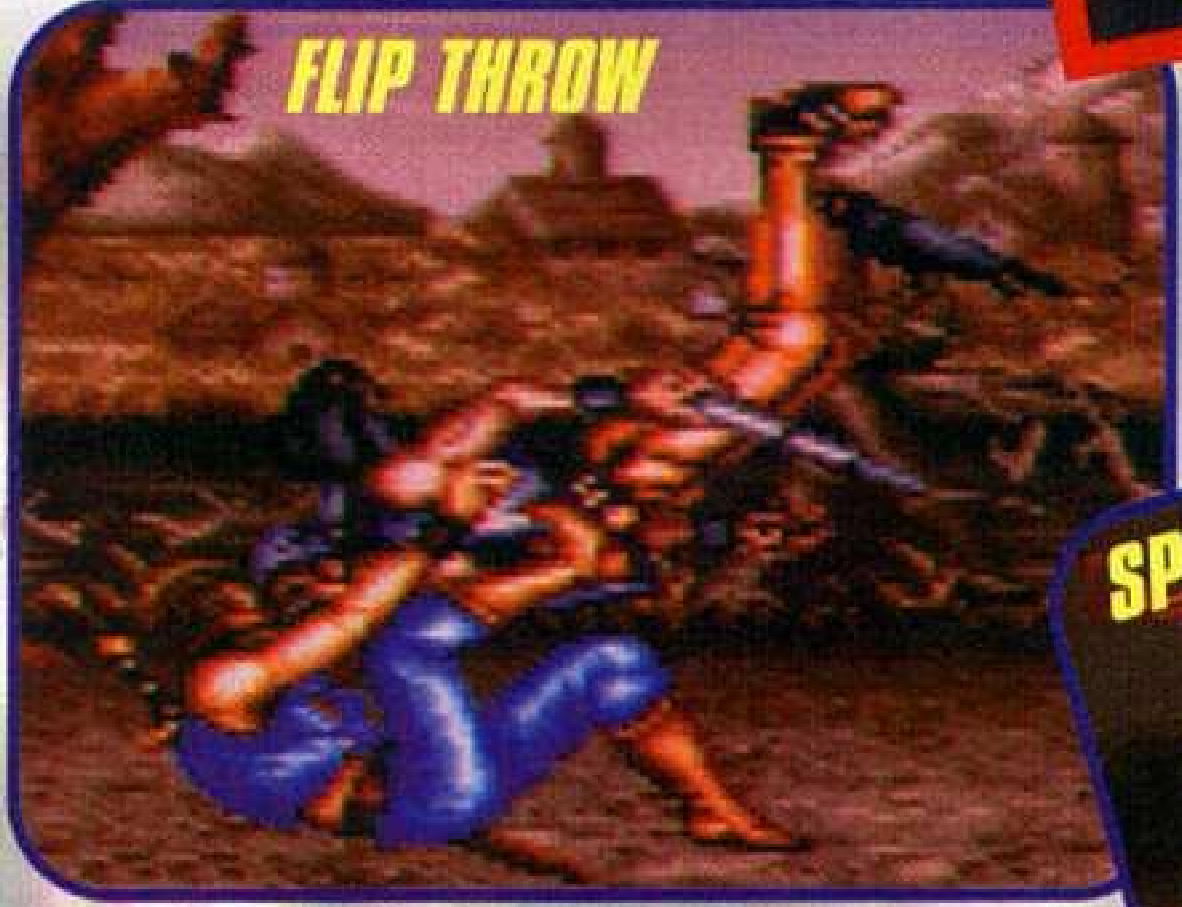


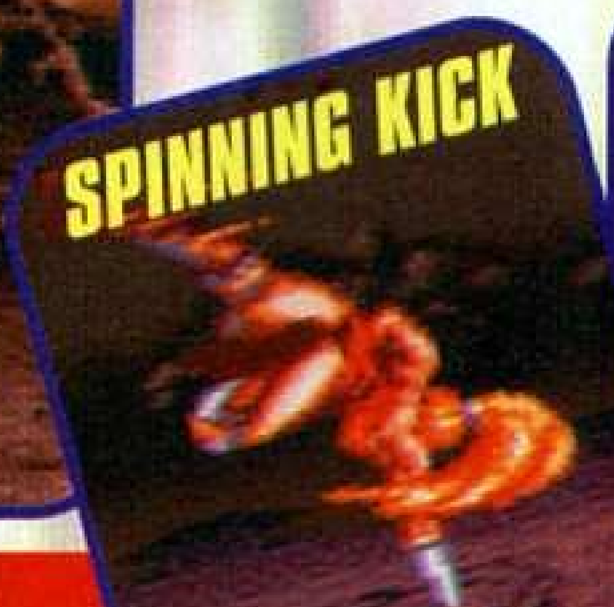


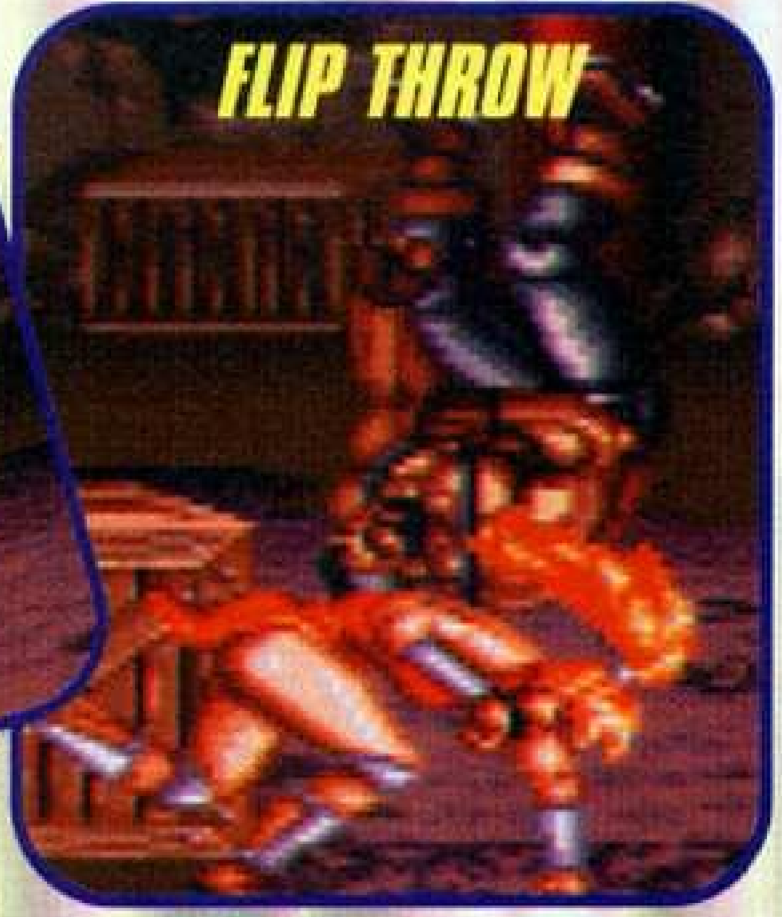
CARLOS

PUNCH: Press attack for a backfist.
KICK OF FLYINGNESS: Hey! It's a flying kick! Jump and attack to effect this 'un.
DROP PUNCH: This spanking move stuns the intended for a second, allowing swift follow-ups of the punch or throw persuasion.
SPINNING SWORDY THING: Carlos' special move performed by pressing the attack and jump buttons together. Hacks enemies to bits but also drains Carlos' energy reserves.
GRAB: Simply walk into a sprite and grabbing is automatic.
KNEE: Following Maki's example, Carlos knees his foes where it hurts. Press the attack button with no directions held for the knee attack.
THROW: Quite an athletic springing thing this, Carlos throws whoever he's holding for much damage.





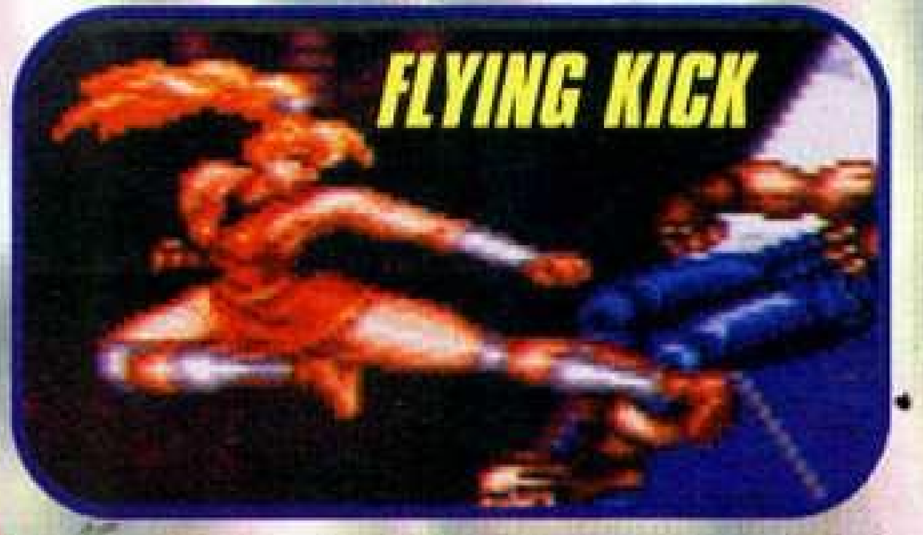


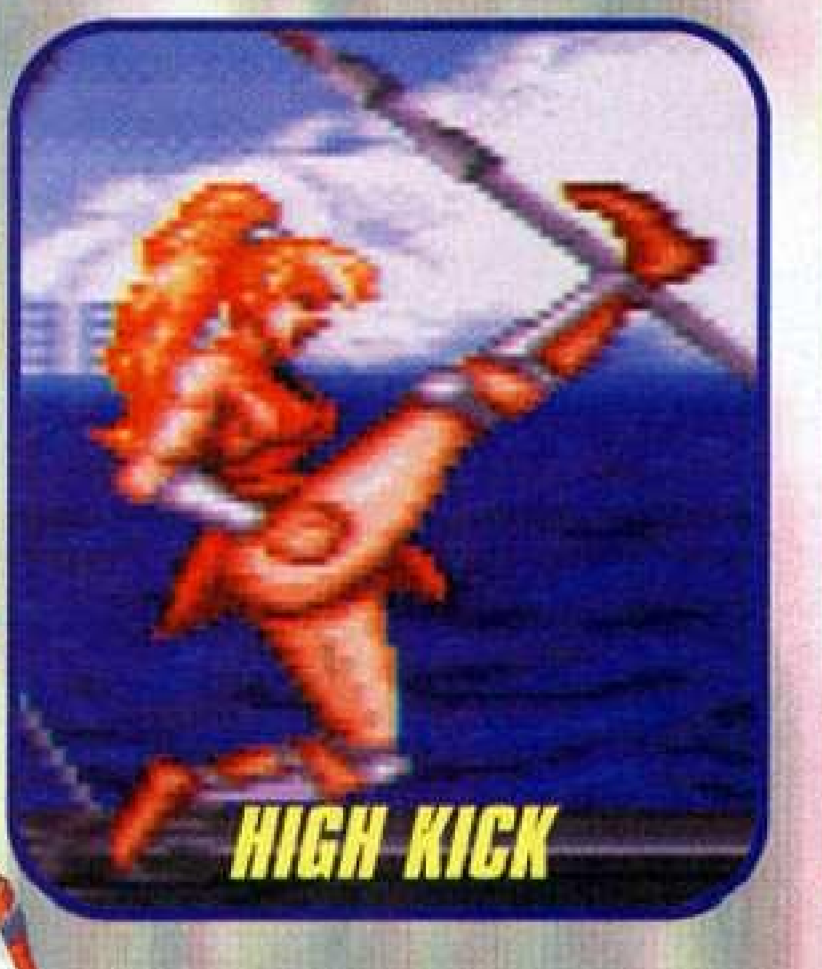


▲ Look! Look! 50p on the floor!

MAKI

PUNCH: Press the attack button for this rather ladylike slap.
FLYING KICK: Jump in the air and press attack to knock your enemies flying.
ELBOW DROP: Or it might be the knee, although it's hard to see what bit actually connects. This attack momentarily stuns the victim, making it very simple to follow up with a volley of punches or a throw.
SPINNING HANDSTAND KICK: Maki's special move is achieved by the simultaneous pressing of the attack and jump buttons. Maki loses energy when this connects, so it's best to save it for tricky situations.
GRAB: Walk up to an enemy and you should automatically grab them, allowing you to do one of these things...
KNEE: Oooh, right in the soft bits. This attack does a fair bit of damage but after three hits the foe is dropped.
THROW: Chucks your opponent right across the screen, damaging them quite severely. Press any direction plus attack for this one.





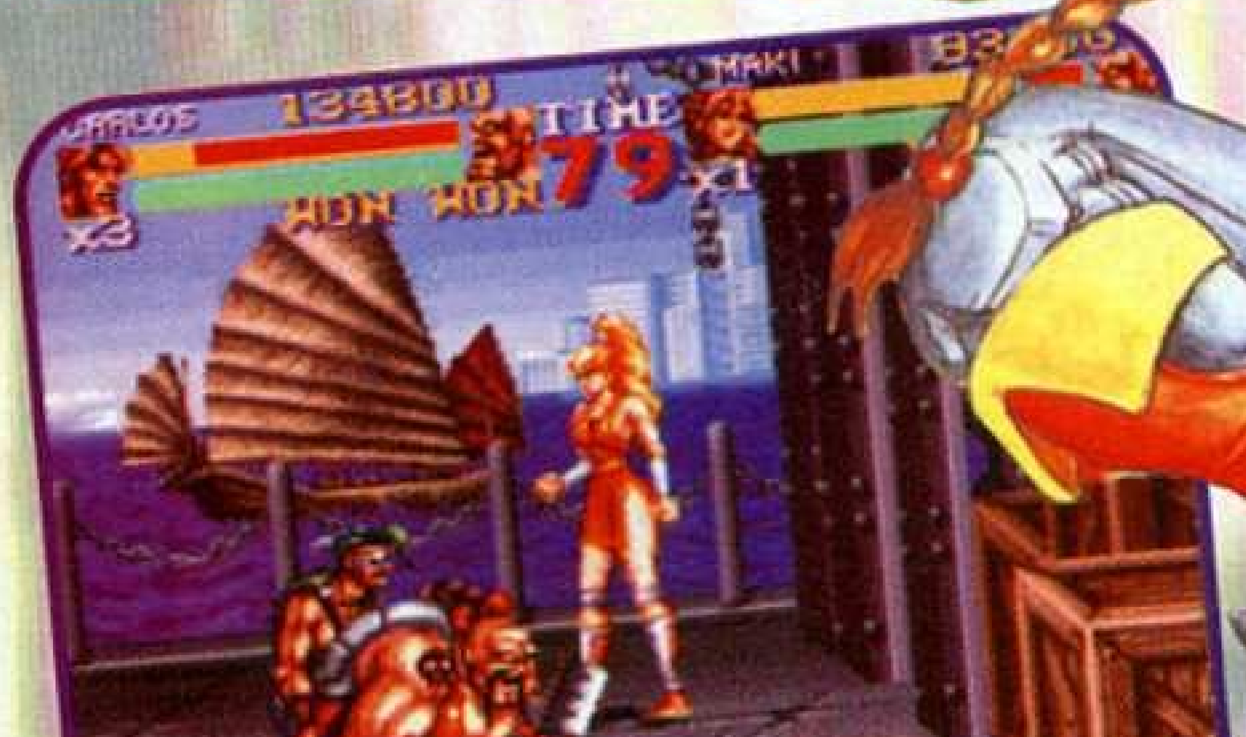
COMMENT

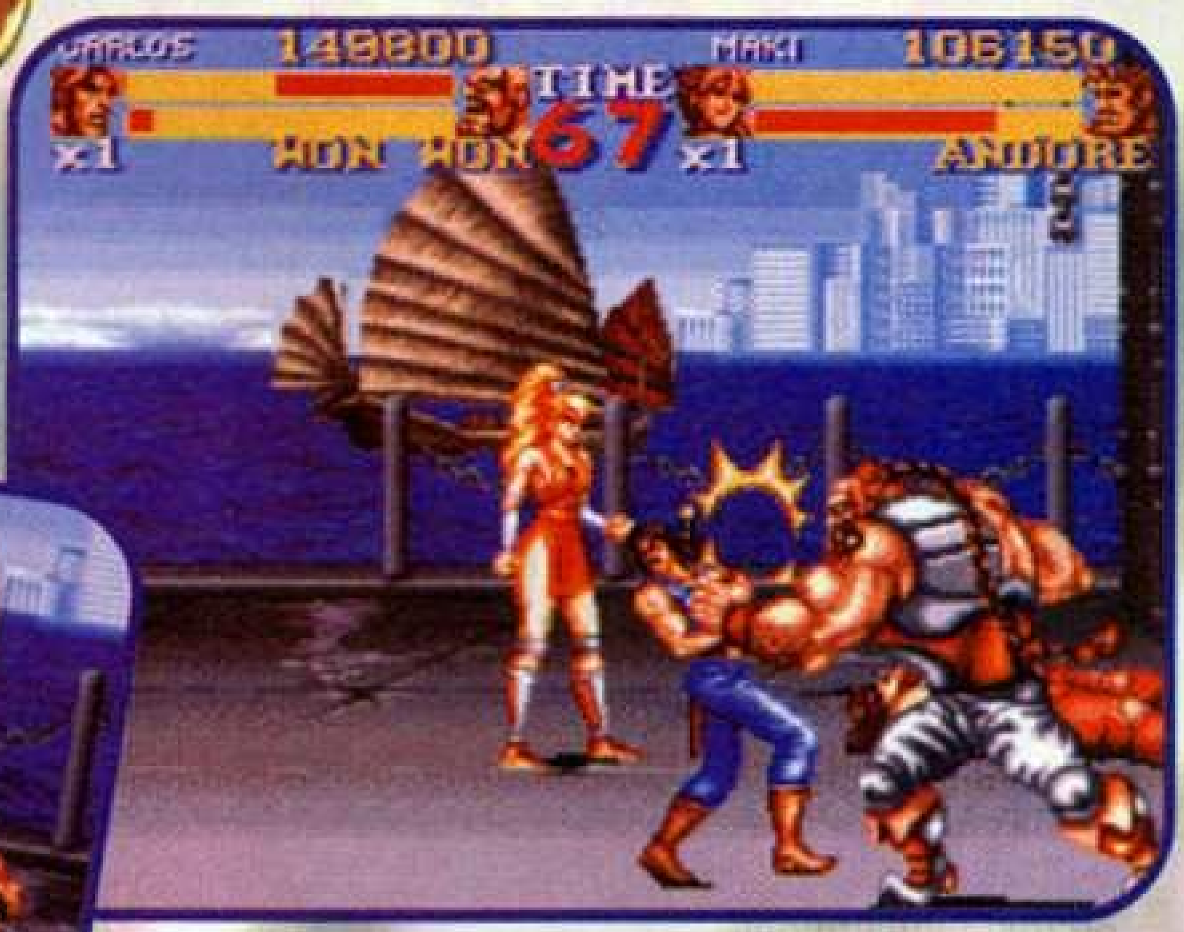
STEVE

'Oh deep joy' I thought as Final Fight 2 arrived for review. A chance to play a massively-enhanced version of the original with the two-player mode added and loads of new moves. Hmmm, shome mishtake shurely. Final Fight 2 if anything is actually worse than the original, and whilst it does indeed have a two-player mode and new characters, the downside is that the sprites are smaller and flickery, and the baddies remain the same throughout the game. Thus, whilst you kick seven shades out of Elick and Adores in Blighty, it soon proves rather tedious to have to do it all over again in Italy. Very little thought seems to have gone into Final Fight 2, and this is a great shame as it had the potential to be one of the hottest games of the year. Give me a C, give me an R, give me an A, give me a P. What have you got? Final Fight 2, that's what. Oh yeah, and when was Holland hit by a nuclear device which also created mountains in its aftermath?

STEVE

LEVEL 1 BOSS WON WON



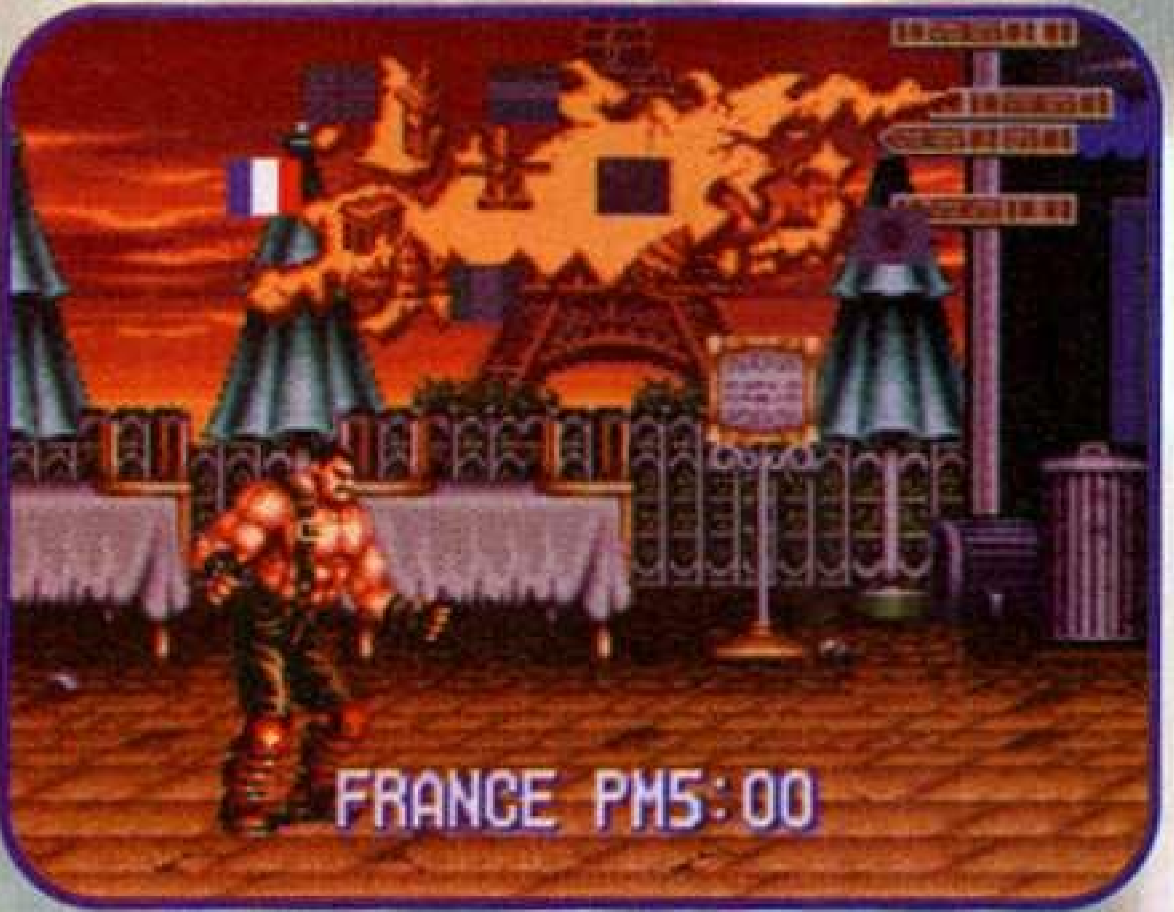


▲ Well come on then, woman, you wanted to be in the game. before he bites my face off...

COMMENT

TIM

There are a few things in life you just don't do. Getting into a scrap with some braced-up belly boy who happens to be Mayor of the city is one of them. Buying this game is another. When I first saw this game a while ago it looked as if it had everything players had been asking for, but what became obvious on playing the game is that an awful lot of sacrifices have been made to deliver two-player action, including just about everything that made the first game such a laugh. For a start, the graphics just aren't up to the mark. The backgrounds are OK, with one or two nice touches, but the sprites are a tad shoddy and can suffer from, horror of horrors, screen flicker! At first glance the game looks like a huge challenge, but it's just way too easy and there's just not enough long-term appeal to warrant the cost of the cart. I hate to say this, and still can't quite believe it, but Capcom have turned out a sequel which proves a massive disappointment. What a terrible shame.



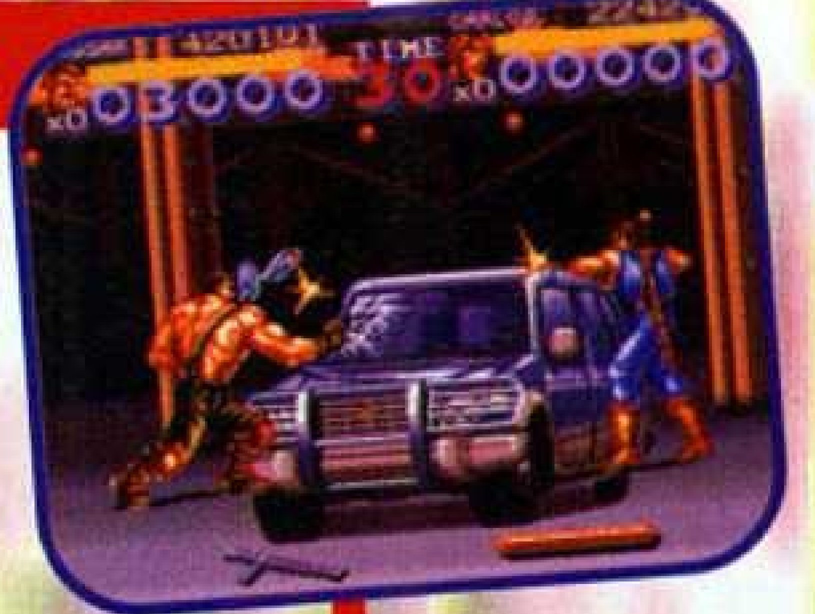
▲ Tee-ho. A 'Haggar was surprised to see a flying map' caption.

LEVEL 2 BOSS FREDDIE

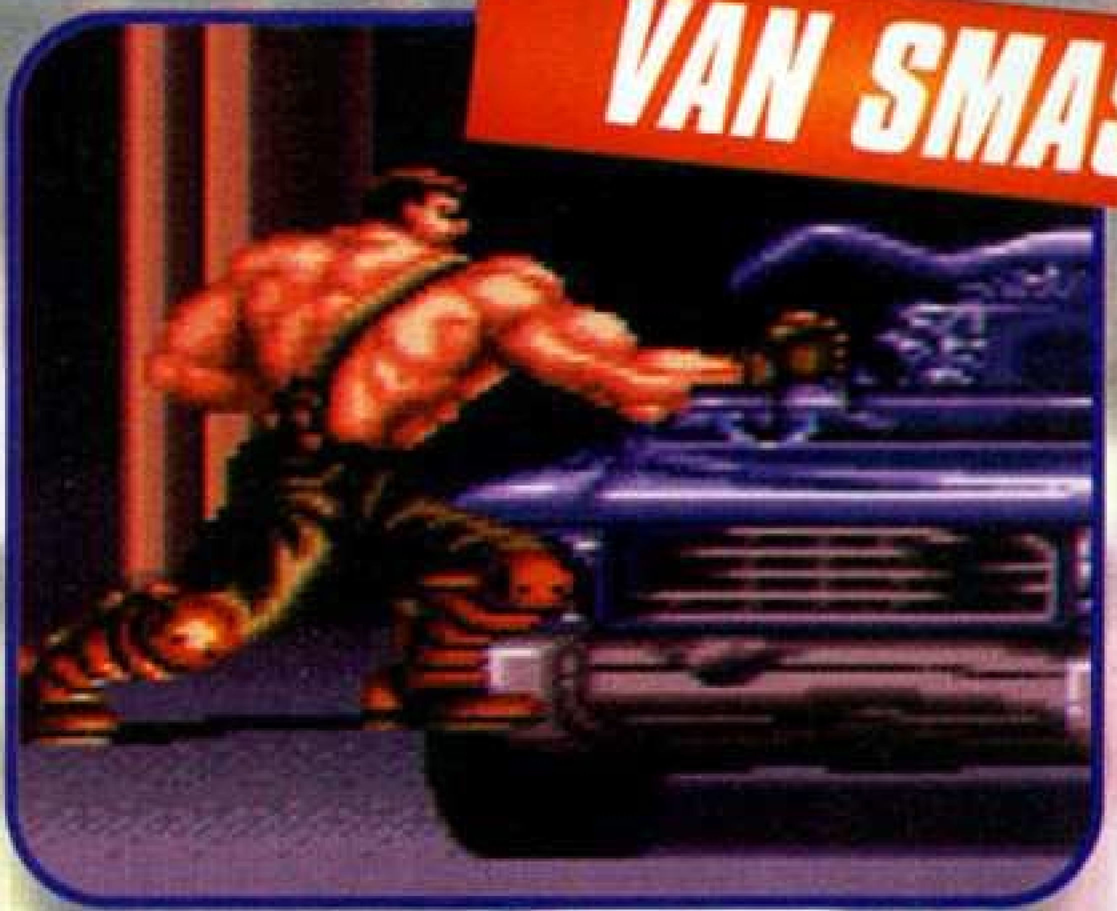
▼ Hello, I'm a man with magic braces who rather fancies a cheek-to-cheek dance with your goodself, I'm afraid.

GROINKS! BONUSES!

Haggar might be a busy busy man rushing around the whole world hitting people, but he still finds time to take a leisurely break. However, being a bit of a hard-bitten belligerent old git he gets his kicks by, erm, hitting more things. There are two bonus stages where Haggar relaxes and earns extra points by bashing stuff.

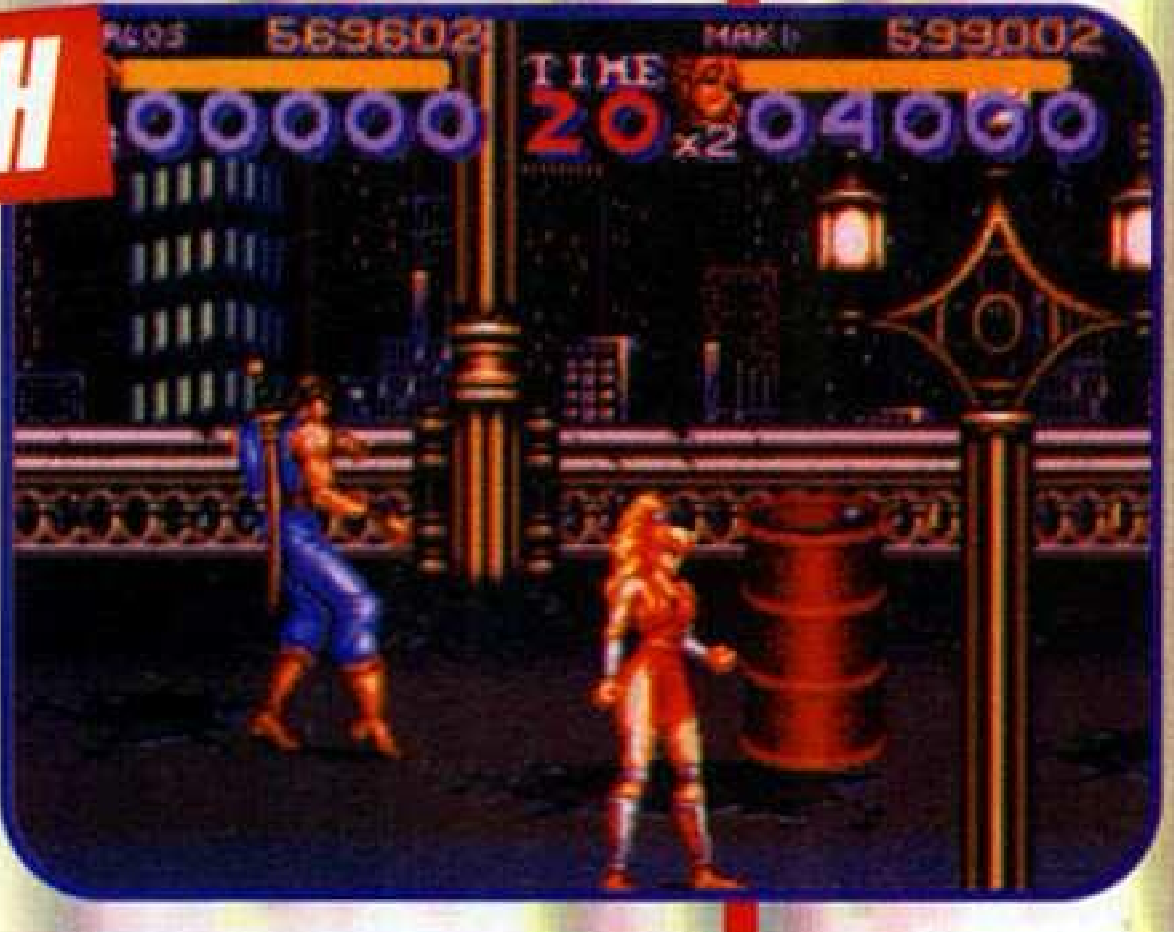


VAN SMASH



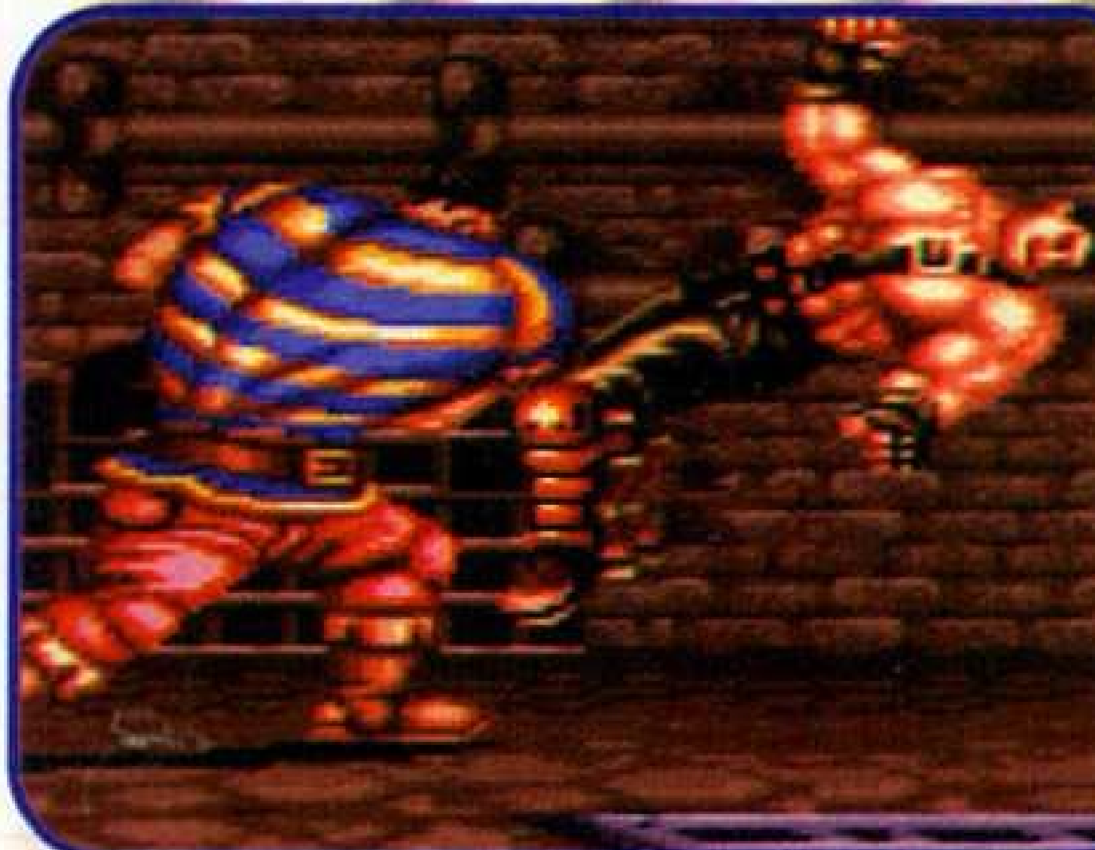
A lot like the car smashing screen from the last game, Haggar (and friend) have a strict time limit in which to smash a van into submission. Extra points are gained for completely destroying it within the time limit, with more points up for grabs for every second left on the clock.

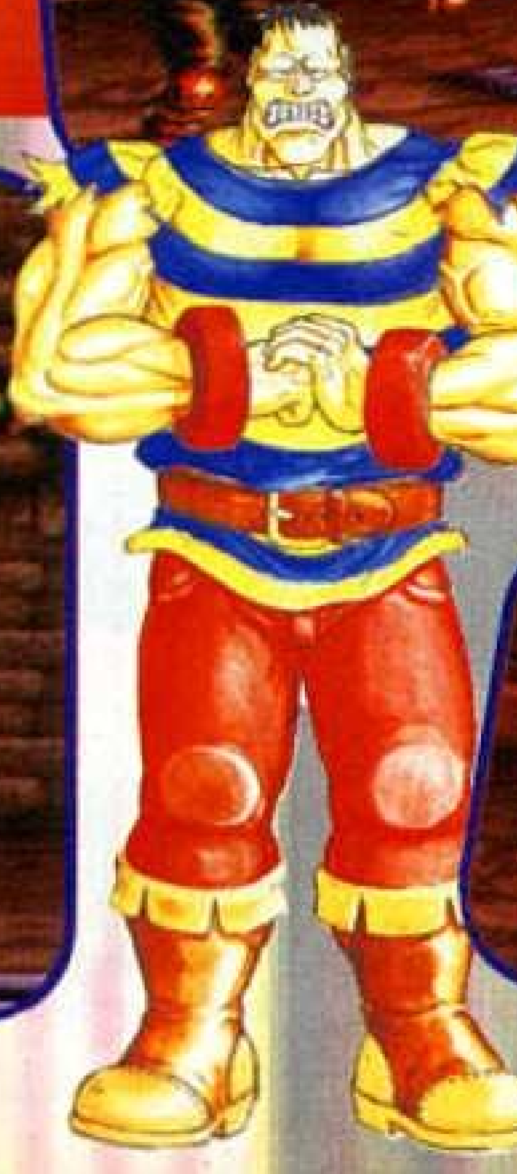
BARREL SMASH



Another time event. Haggar (plus pal) walk along a stretch of pavement punching a load of burning oil drums. Should he mis-hit one it explodes, engulfing him in flame and wasting valuable time as he picks himself up off the floor. Once again, a bonus is available for smashing all the barrels in the allotted time.

LEVEL 3 BOSS
BRATKEN





RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	☐	☐	☐	☐
ACTION	■	■	■	☐
CHALLENGE	☐	☐	☐	☐
REFLEXES	■	■	☐	☐
ORIGINALITY	☐	☐	☐	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	☐	☐
DAY	☐	☐	☐	☐
WEEK	☐	☐	☐	☐
MONTH	☐	☐	☐	☐
YEAR	☐	☐	☐	☐

PRESENTATION 82

▲ Good end-of-level bits and story screens and plenty of options to go round.

GRAPHICS 80

▲ Splendid backgrounds (except for there are mountains in Holland) and not bad sprites.

▼ Animation is complete rubbish. And actually, the sprites are pretty cack.

SOUND 37

▼ Possibly the worst music to ever afflict the Super Nintendo - it really is that bad. The effects are similarly samey and dismal.

PLAYABILITY 59

▲ Plenty of death.

▼ But it's like Popcorn Chicken, quite okay at first, but as you get further into it you feel more and more sick.

LASTABILITY 42

▼ Six short levels and absolutely no challenge to speak of whatsoever.

OVERALL 58

Biggest disappointment ever? An absolute waste of good plastic.

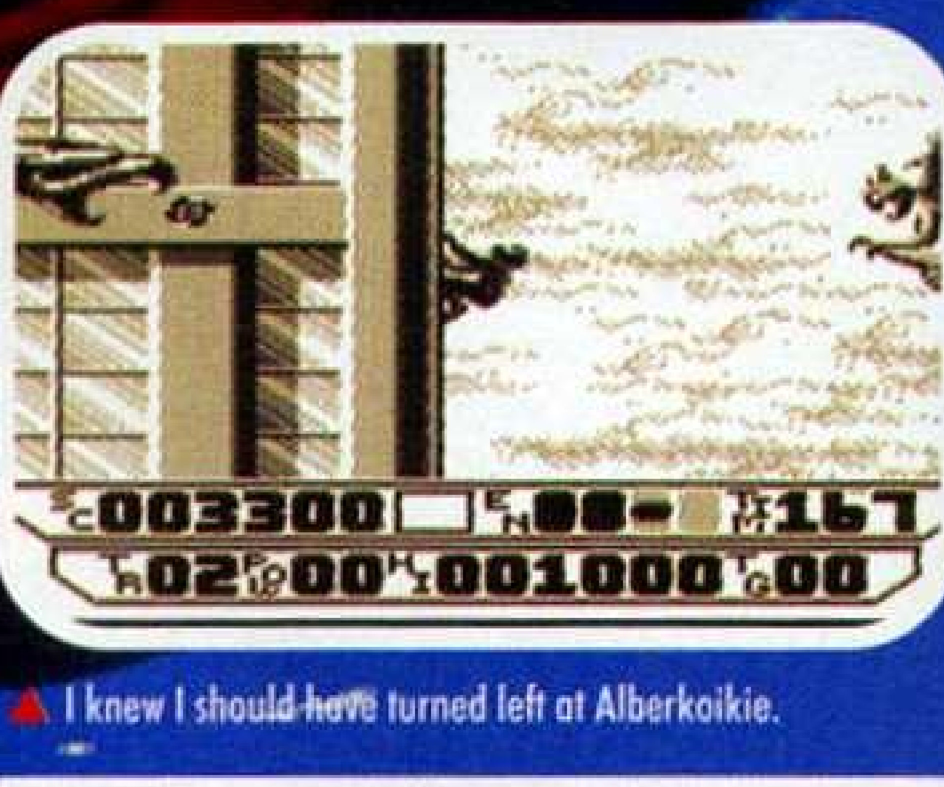
REVIEW

GAME BOY

SPIDERMAN

THE INVASION OF THE SPACE SLAYERS

For the third - and probably not last - time Spiderman dusts down his special yellow and black Game Boy costume to battle evil-doers. The miscreants this time are a bunch of no-good alien types who have come to Earth to kill humans. They're not dangerous, though, and can be killed with just a few well-placed kicks. As if this wasn't enough grief, a crime-wave has hit the city while all the coppers are on their donut break, and Spidey also has to deal with the assorted scum now roaming the streets. Spidey has his usual bag of tricks, including web shooters and several vicious karate kicks, and can also climb up walls in certain stages. He also has a nifty somersault jump which not only allows him to leap out of danger's way, but also gain enough height to attatch a web to taller buldings. The worst failing of Spiderman III is the dodgy control's, and this becomes apparent as soon as the game starts. Most of the time Spidey is required to shoot things, but when you press B while he's still he webs at an angle, so the resultant cable whizzes over the head of its target. In addition, to hit someone, you have to move the joypad in a direction and press B, which leads to all sorts of confusion. Even without the disastrous control system, this game still lacks the punch which made Spidey a hit across so many formats.



▲ I knew I should have turned left at Alberkoikie.

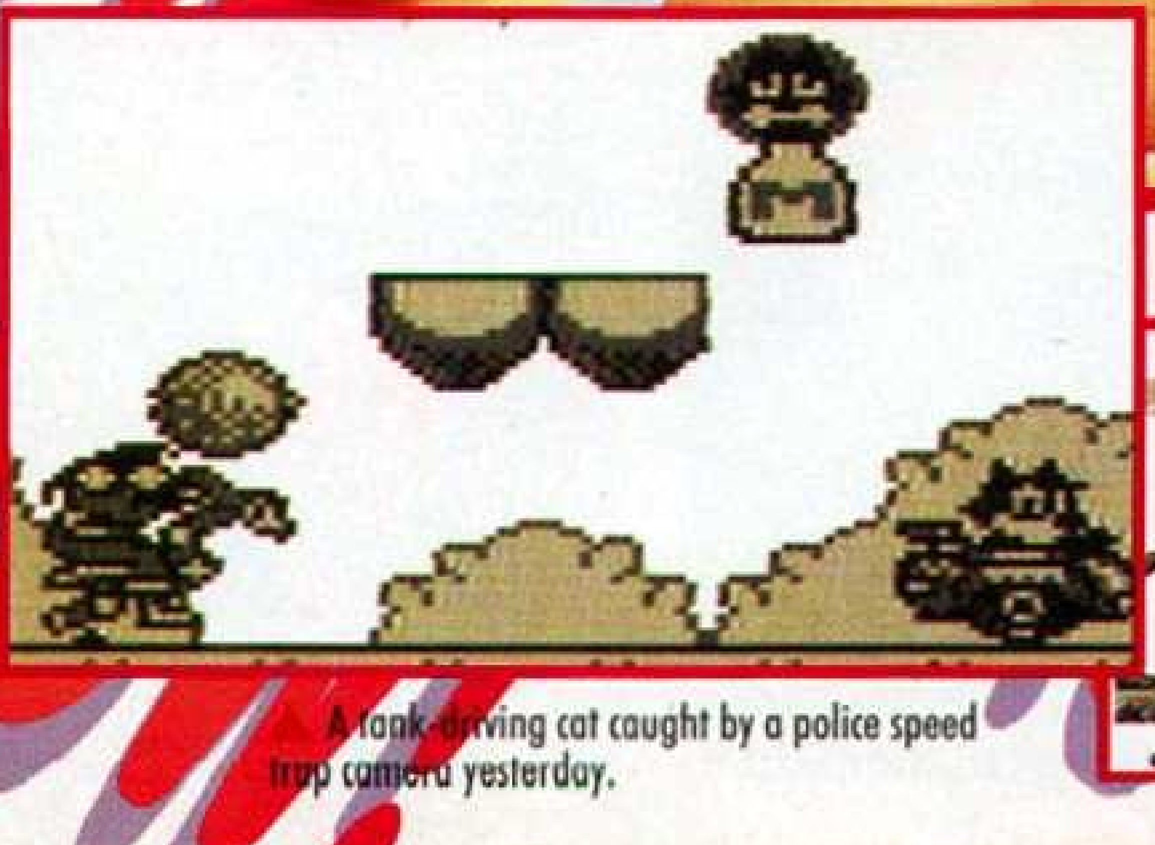
REVIEW

GAME BOY

FELIX THE CAT

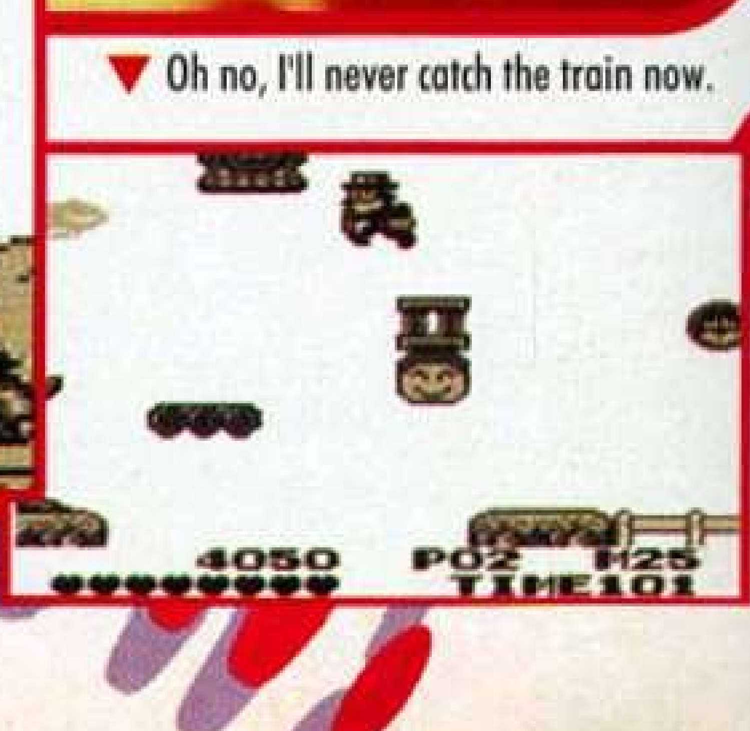
Despite making its way on to our cover a few issues back, it now seems unlikely that Hudsonsoft's NES version of Felix The Cat will ever reach these shores - a real pity as it was one of the better NES platformers. Unperturbed, Hudsonsoft have instead converted the game to the Game Boy - a medium which would seem ideally suited for his monochromatic adventures. Game Boy Felix is identical to the NES game with Felix traversing scrolling stages in search of his kidnapped girlfriend whilst avoiding nasties and grabbing power-ups.

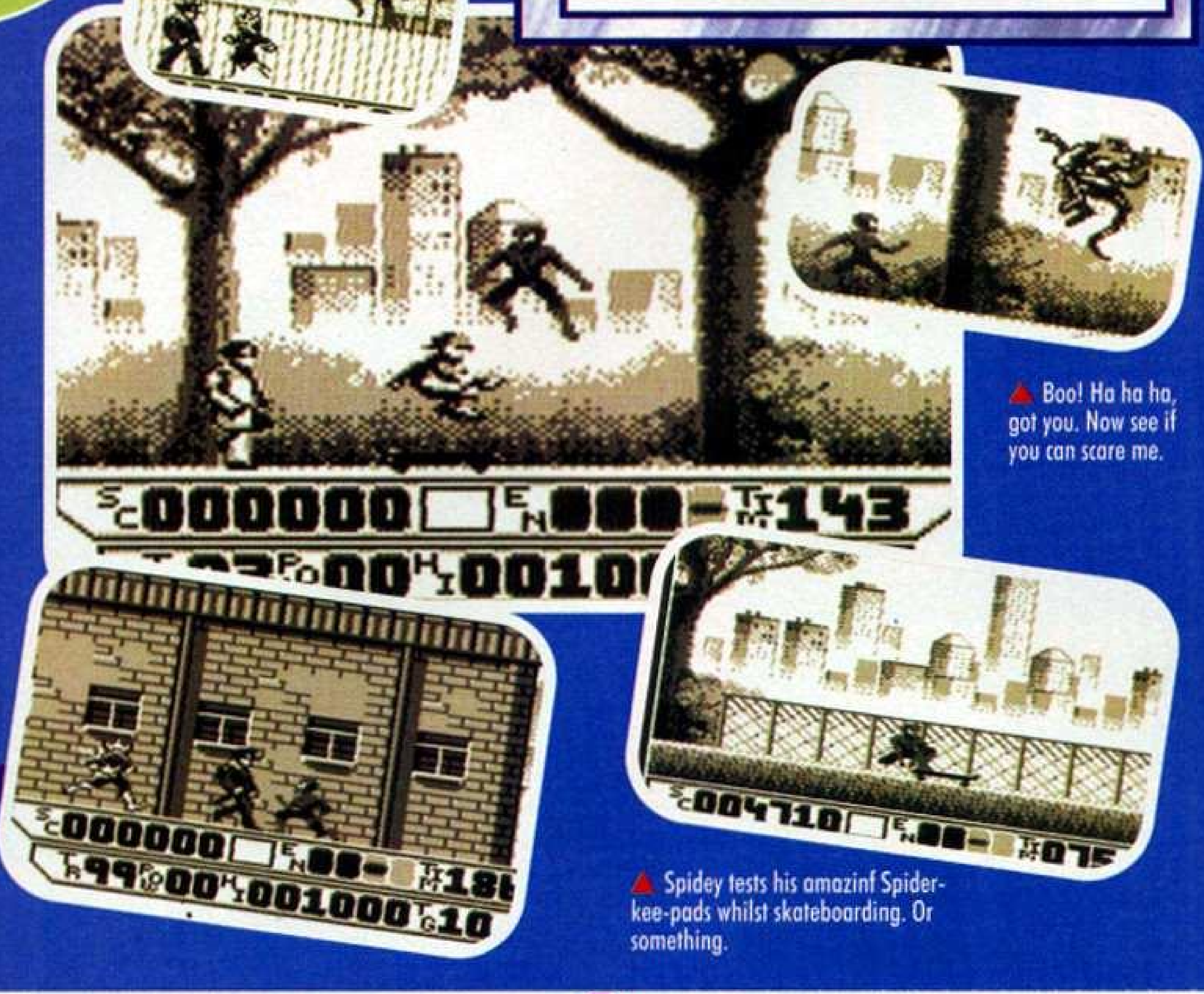
Whilst it sounds like a perfect conversion, this hand-held version scrolls along at a terribly sedate pace, with the player casually picking off nasties. There's no sense of urgency, and avoiding the nasties becomes dull. Everything else about it is fine - but the total lack of excitement makes it very uninteresting to play. And with so many other Game Boy platformers out there after your cash, this is an unforgivable failing.



▲ A tank-driving cat caught by a police speed trap camera yesterday.

▼ Oh no, I'll never catch the train now.





Boo! Ha ha ha, got you. Now see if you can scare me.

Spidey tests his amazinf Spider-kee-pads whilst skateboarding. Or something.

SPIDER-MAN 3

CART SPEC

- **BY:** ACCLAIM
- **PRICE:** £24.99
- **RELEASE:** JULY
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 1 MEG

RATINGS

PRESENTATION

No options, and precious little else.

40

GRAPHICS

Detailed bosses, but they could have done with being bigger.

65

SOUND

A few crummy tunes and spot effects make a mockery of the Game Boy's speaker.

47

PLAYABILITY

Good variety of levels and things for Spidey to web.

38

LASTABILITY

It's tough and there's a lot of game in there.

43

OVERALL

An extremely poor outing for the web-headed one. There will no-doubt be more Spidey games, let's hope they're better.

40

IN THE BAG

As Felix makes his way across the screen he often stumbles into what appears to be a rather large handbag. However, rather than taking tips from Christopher Biggins and using it to hit the enemies, the bag acts as a warp to a special bonus-laden room. These normally play host to all manner of useful collectables - but some also contain bosses or other perilous objects.

FELIX

PUSH START BUTTON

ICENSED BY NINTENDO

©1993 HUDSON SOFT

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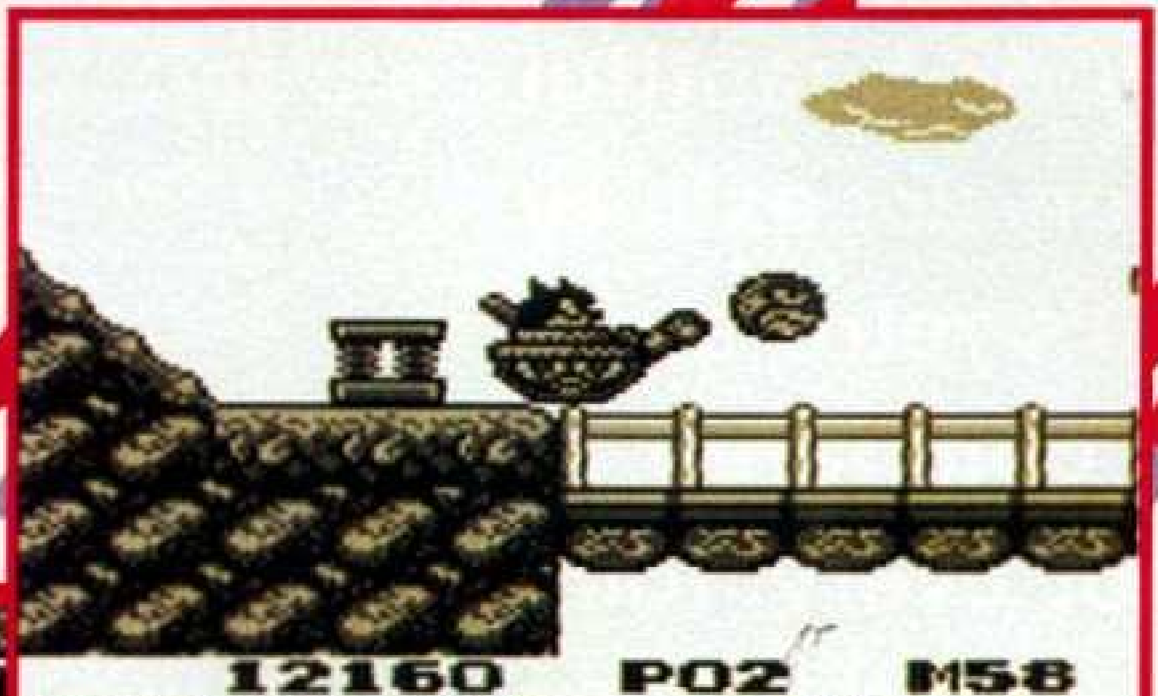
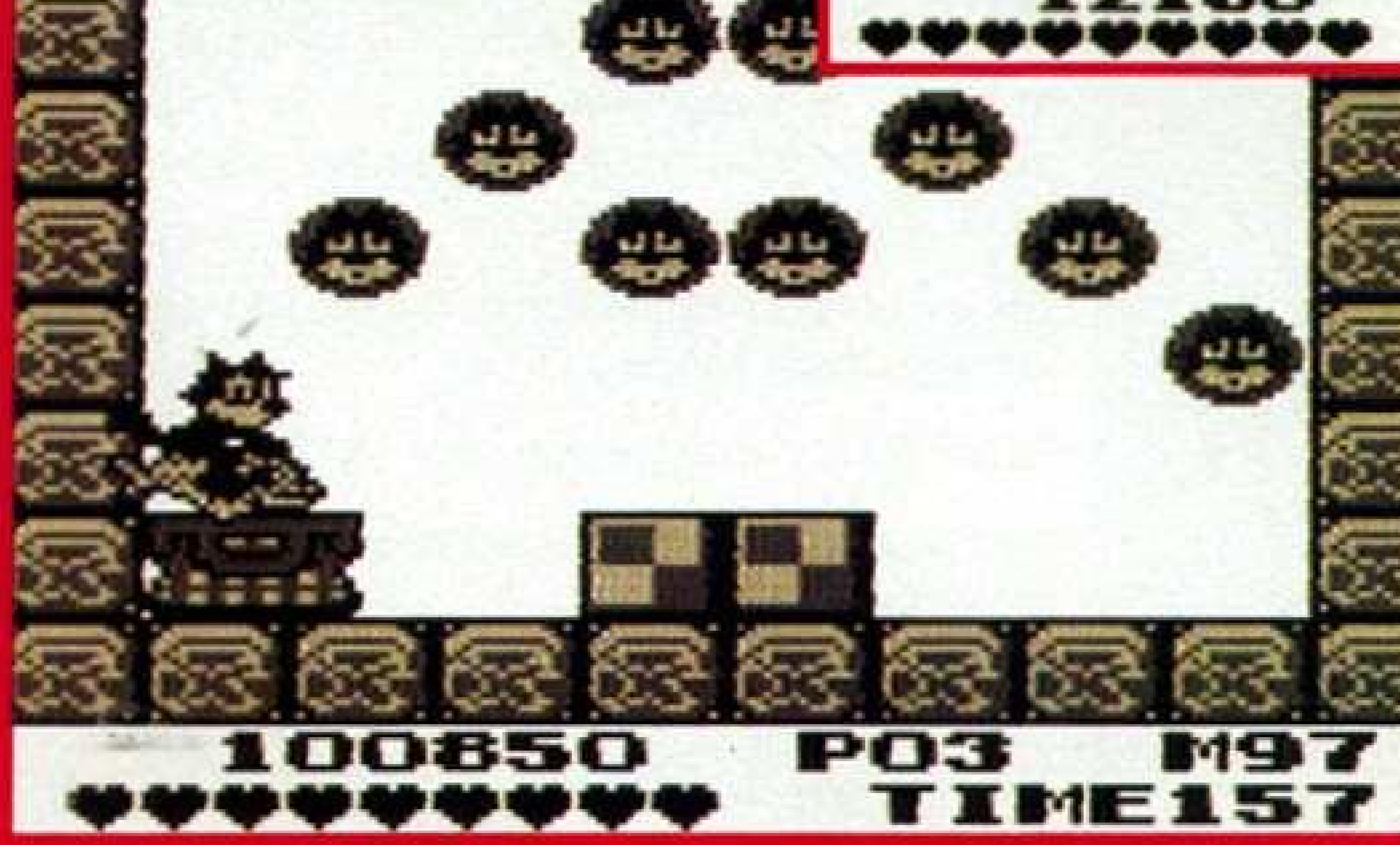
CART SPEC

- **BY:** HUDSONSOFTI
- **PRICE:** TBA
- **RELEASE:** OUT NOW
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 1 MEG



Hey, a tank which fires cabbages. Great.



RATINGS

PRESENTATION

Everything is clear and well-defined.

Nowt in the way of options.

71

GRAPHICS

Felix looks right at home on the Game Boy's monochromatic screen. Very smart

87

SOUND

Competent tunes run throughout...

...But they're hardly stunning.

75

PLAYABILITY

It's easy to get into, a pleasure to control and there's absolutely loads to see...

81

LASTABILITY

... but it's all very samey and there's no real danger posed to our hero.

64

OVERALL

A potentially excellent conversion is all but killed off by a complete lack of pace and the relative ease of the gameplay.

70

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You can always tell when it is summer in the NMS office. If it's not the knee-deep piles of Mivvi and Feast sticks which block up all the fire exits, or the sudden appearance of lily-white knees, it is the welcome arrival of those most elegant of garments - the NMS t-shirt!

* * *

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* * *

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* * *

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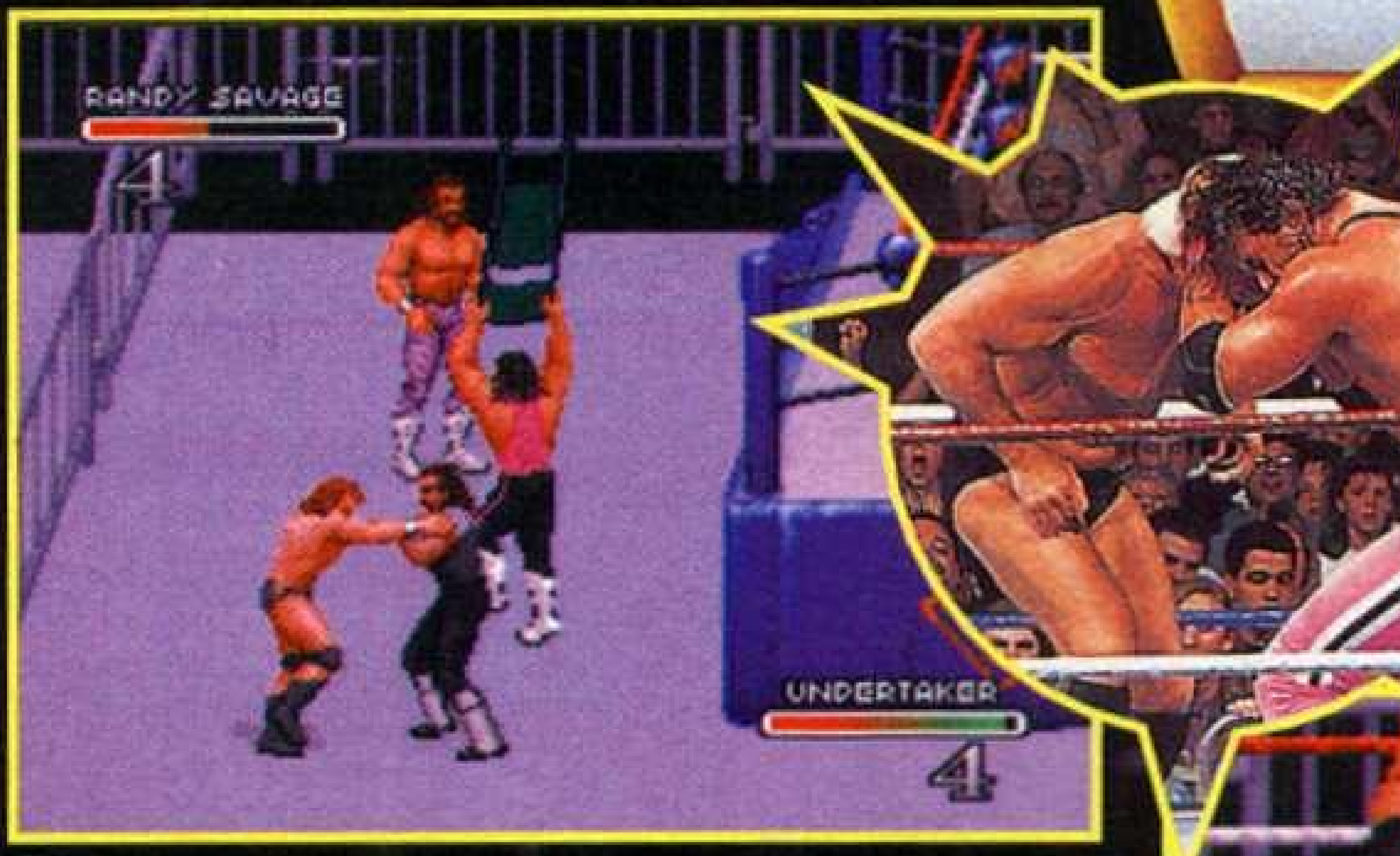
They're big, they're mean, they wear tight clothing and they're back on the Super NES. The Superstars of Wrestling have returned with new moves, new competitions and vastly increased size.

As the name suggests, this game is based on the annual Royal Rumble tournament, where the aim is to be the last one left in the ring. The only way to be eliminated is by being chucked over the top rope. Survive this and you'll be declared King Of The Ring.

Along with the new tournament, several wrestlers are also making their Super NES debut. Now you can battle it out with the likes of the massive Yokozuna and Shawn Michaels. Each wrestler now has his own special moves, which are guaranteed to ruin the day of anyone on the receiving end.



▲ Hey, I love you mate. Honest, you're just the greatest. C'mere...

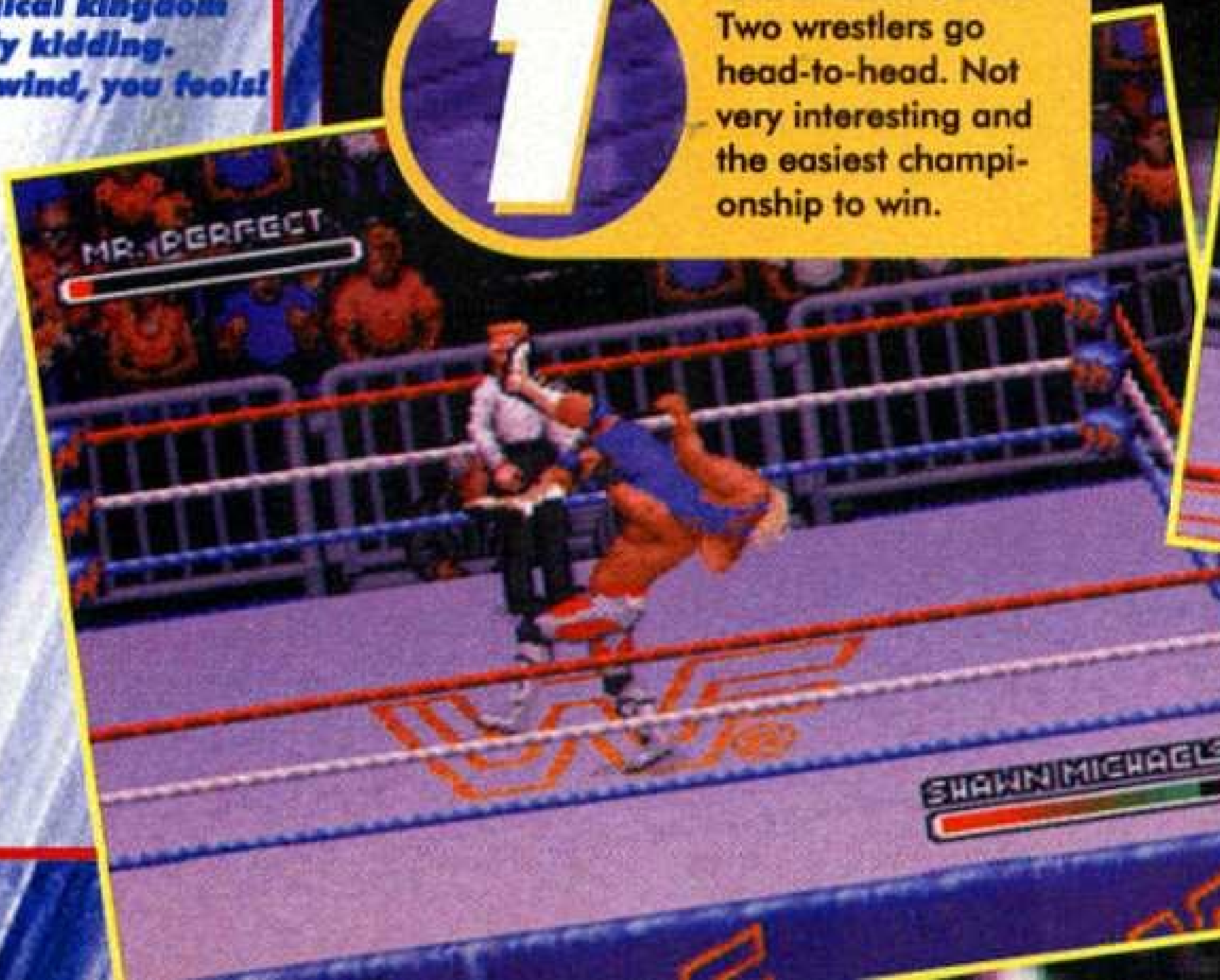
▲ Gis a kiss you big ape. Mmmm!

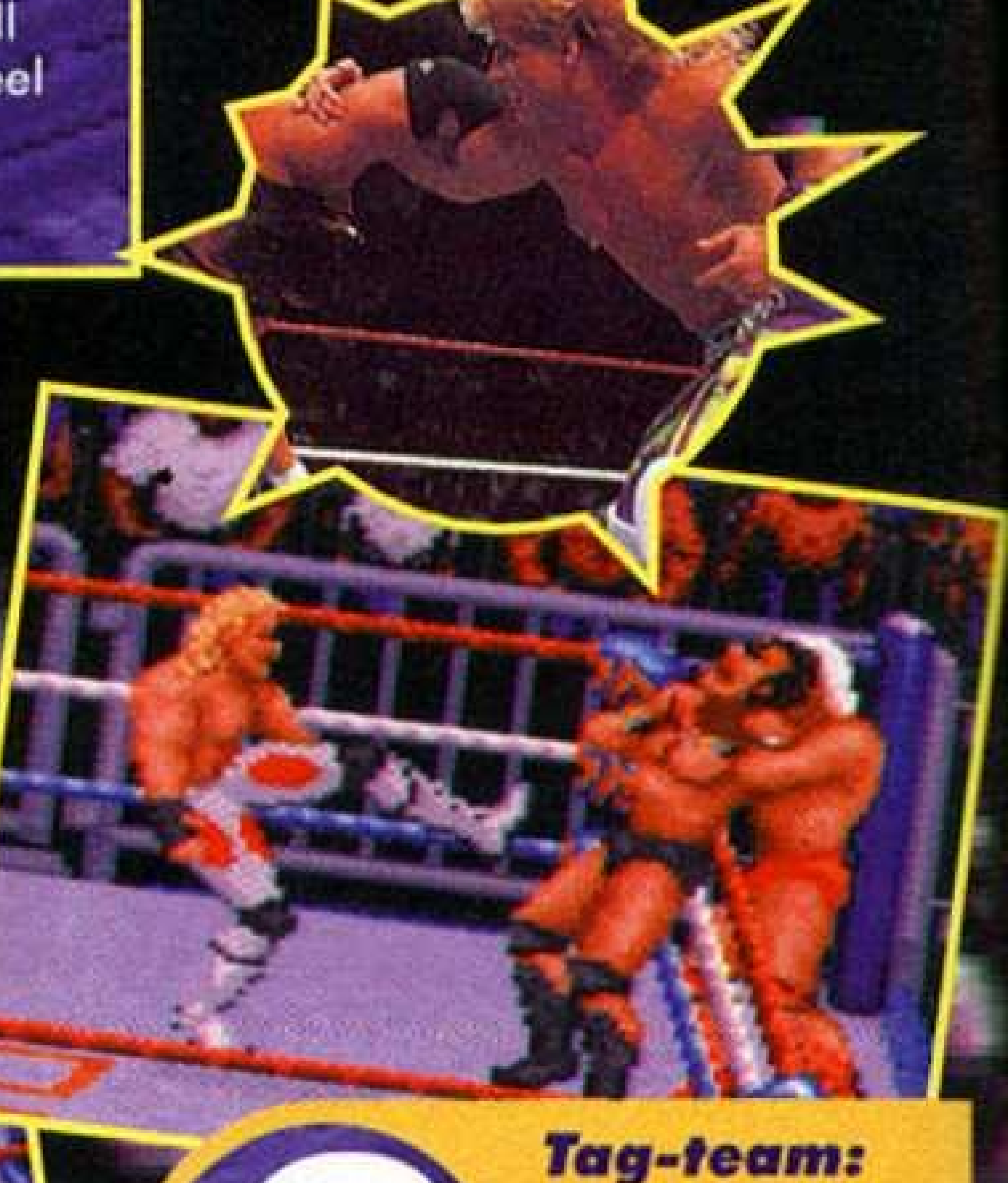
MASS BUNDLE

There are several modes of play, all of which involve beating people up to different degrees. In addition, they all have two things in common: brawl mode and fall mode. In fall mode you merely have to pin your opponent for a three-count. Brawl mode is far more interesting as you can't be counted out. This leads to all sorts of out-of-the-ring combat involving steel ring posts, crowd fencing, chairs and every wrestler who in the vicinity.

1

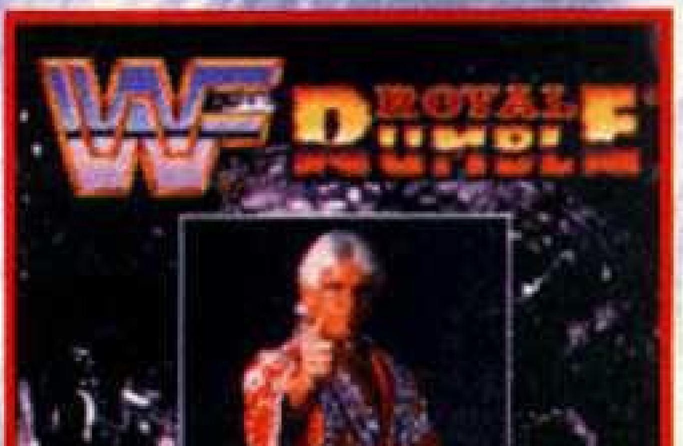
One-on-one: Two wrestlers go head-to-head. Not very interesting and the easiest championship to win.





2

Tag-team: When a wrestler is out of the ring his energy replenishes, so you need to work fast in order to win.



CART SPEC

- **BY:** ACCLAIM
- **PRICE:** £44.99
- **RELEASE:** JULY
- **GAME TYPE:** SPORT
- **CART SIZE:** 16 MEG

GAME INFO

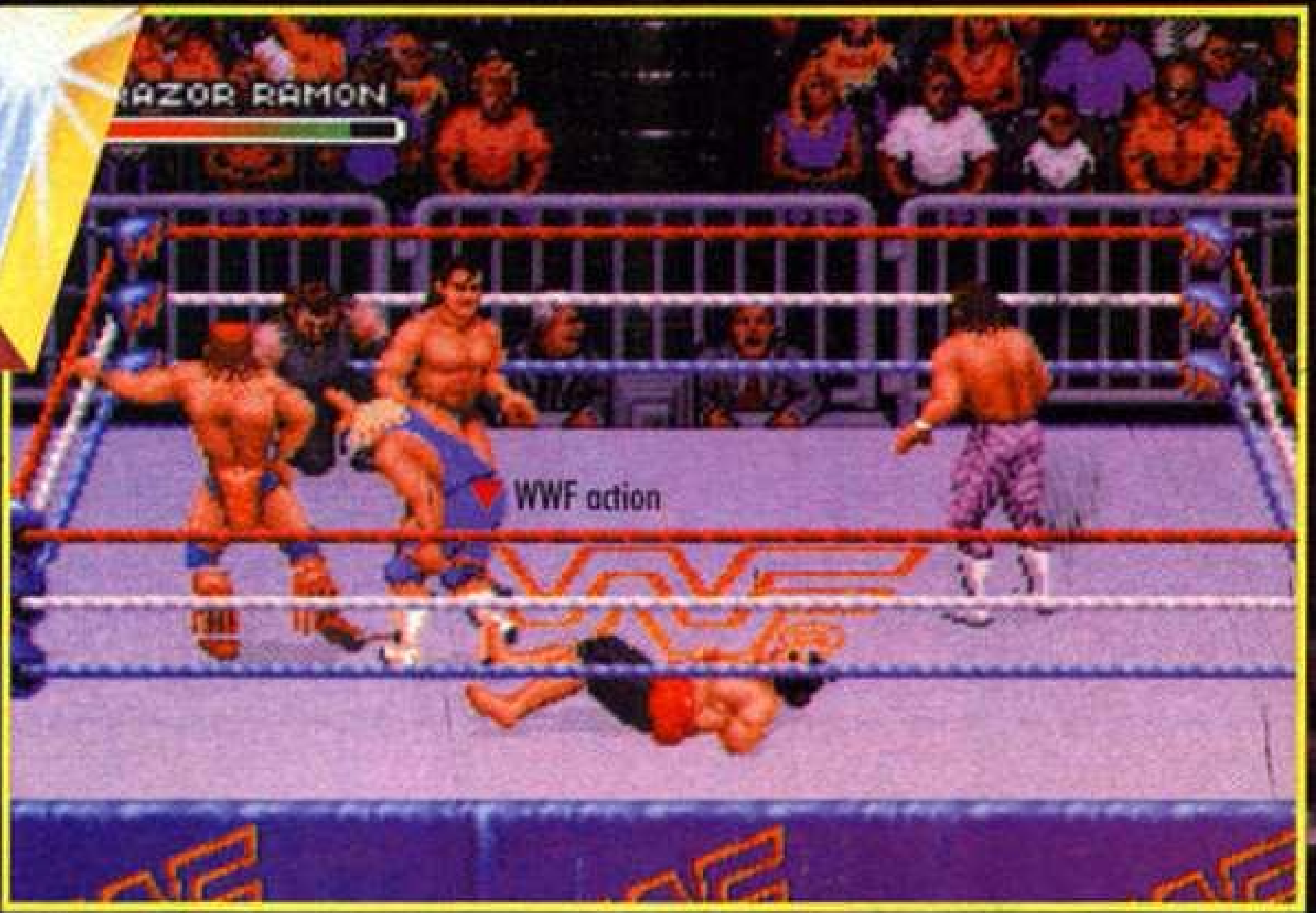
- **PLAYERS:**
2
- **CONTROL:**
Joypad
- **GAME DIFFICULTY:**
Moderate
- **CONTINUES:**
8
- **RESPONSIVENESS:**
Good
- **1ST DAY SCORE:**
Win Singles Championship
- **GAME ORIGIN:**
Acclaim's second WWF licence uses more characters, and also throws in more moves and in-game options.

CONTROLS

- **HOW TO PLAY:**
Guide your chosen wrestler through the magical kingdom of Throngar. Only kidding. Wrestle like the wind, you fools!

A	PUNCH
B	RUN
X	GRAB
Y	KICK
L/R	L: GRAB R: GRAB
S	START: QUIT SELECT: PAUSE

WF ROYAL RUMBLE



WWF action

PUMP ACTION

Before they get down to the business of chucking each other about, the wrestlers have to soften each other up with barrages of punches and kicks. These don't inflict much damage, but four blows will leave whoever was on the receiving end flat on their back. When they finally get their hands on each other a power meter appears at the top of the screen. From here, it's a case of pumping the desired button as fast as possible. If the bar moves fully to the side of the screen your guy executes a move depending on which button you were pressing.

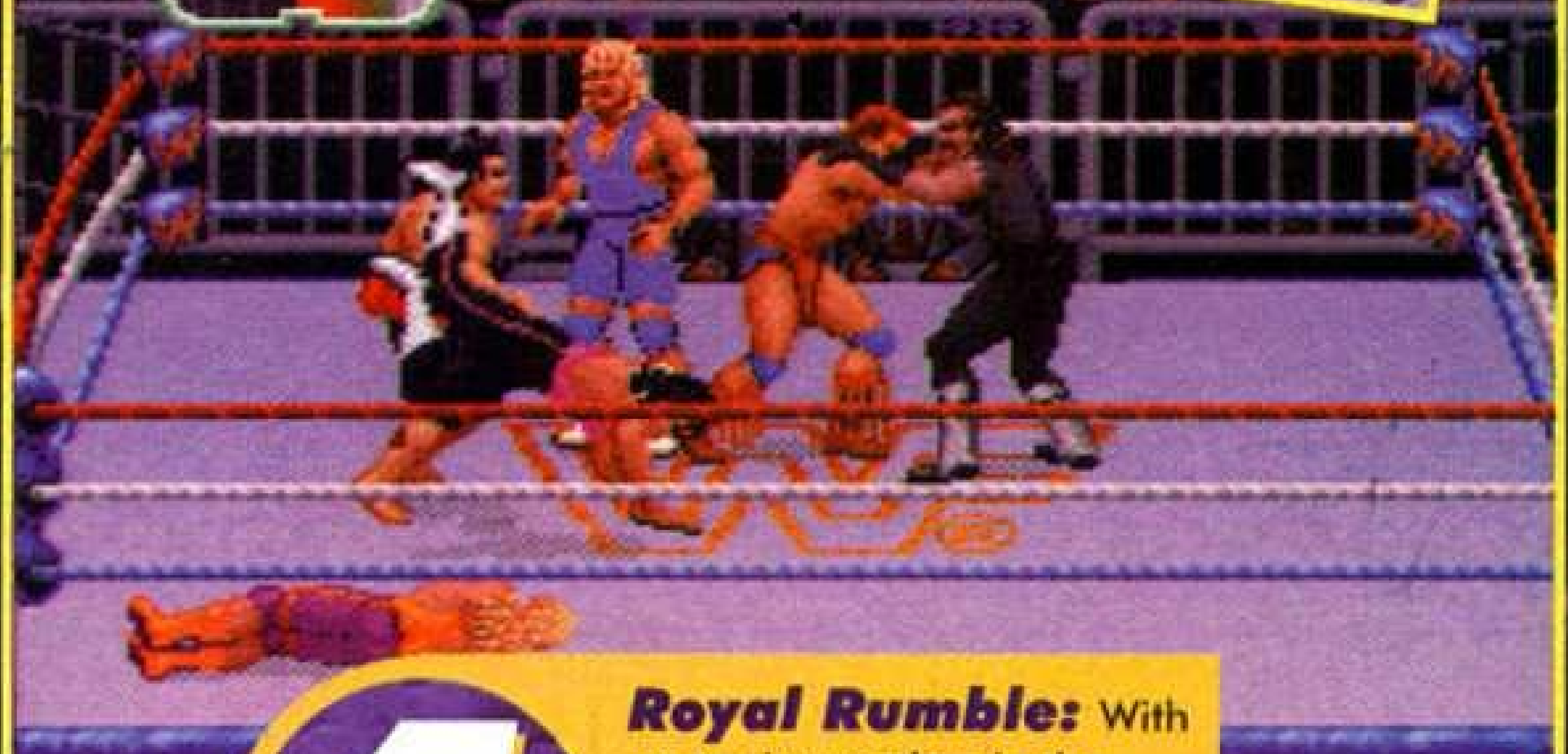
UNDERTAKER

▲ The less said about this the better...

MR. PERFECT
UNDERTAKER

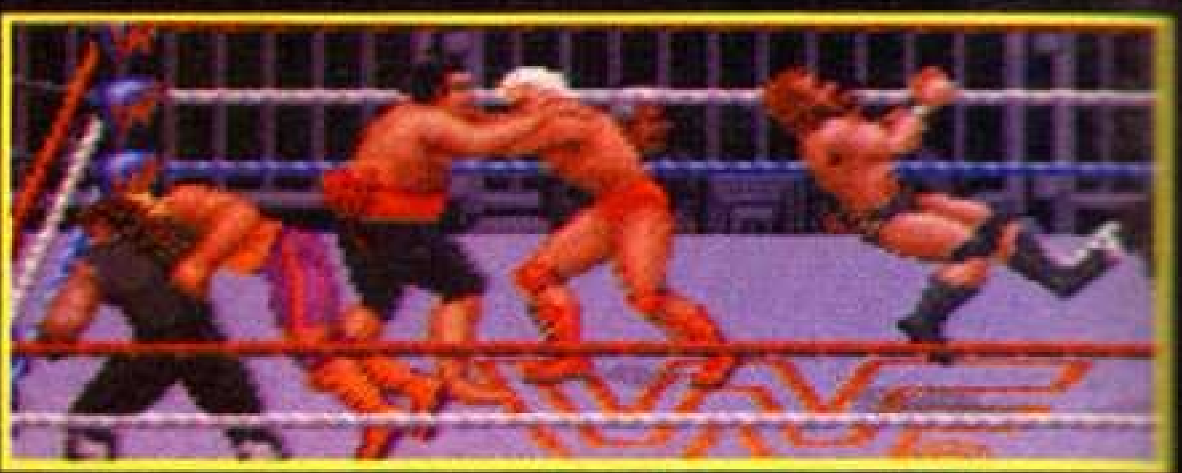
3 ***Three-on-three:*** Almost the same as tag-team wrestling, but you have a third wrestler on your side.

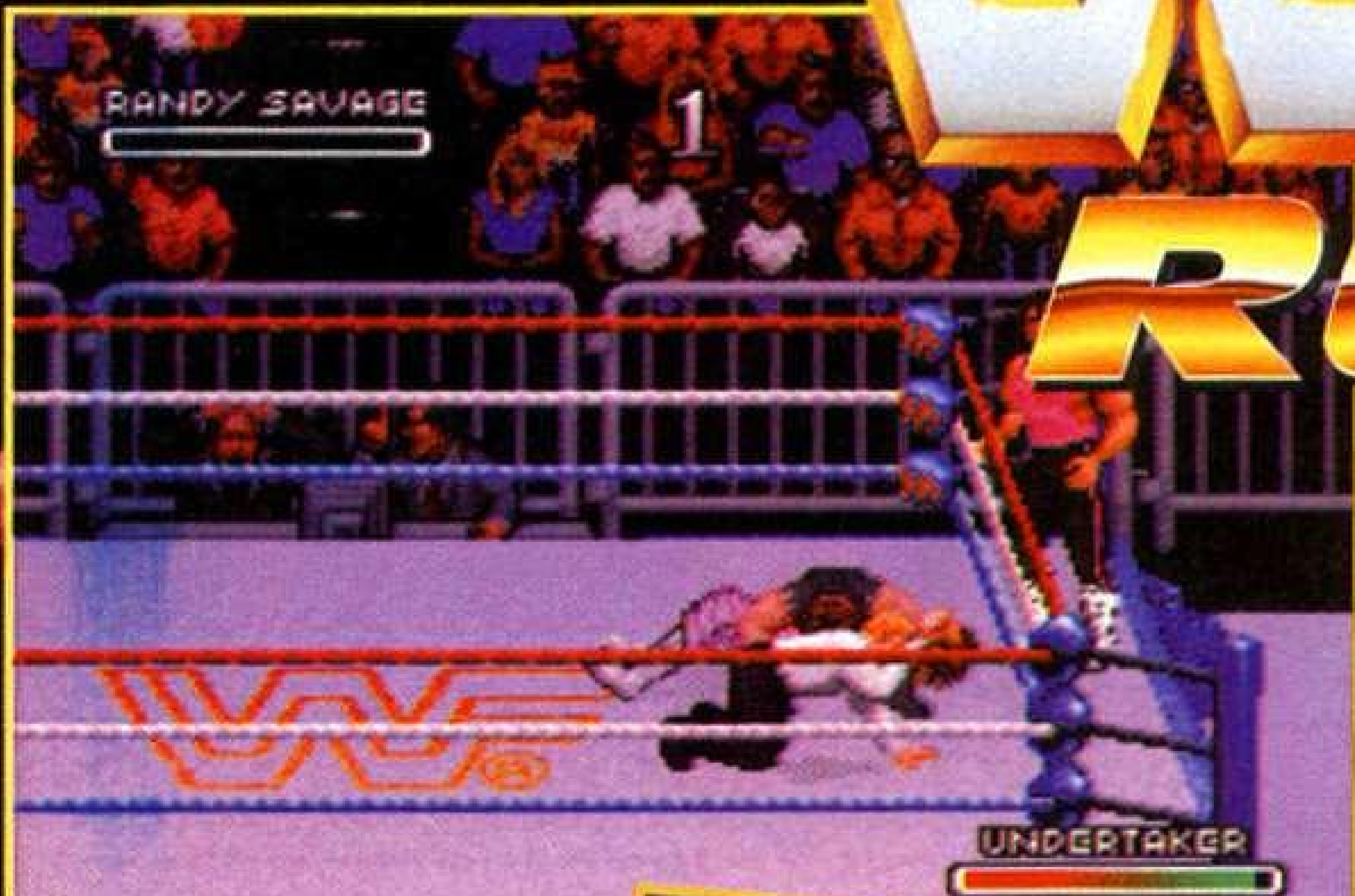
SHAWN MICHAELS



4 ***Royal Rumble:*** With up to six wrestlers in the ring, this is busiest of the lot. The only way to be eliminated is by being dumped over the top rope.

WWF ROYAL RUMBLE





▲ Just hold still, we'll soon have this out. Hgggnnngngn!

MOVING OUT

Each wrestler has a special move unique to them. These cause massive amounts of damage, but may only be performed at certain times. Once a wrestler's energy has dropped below 50%, he's ripe to be duffed up. Unleash a volley of kicks and punches and, should four connect in quick succession, the recipient will be as stunned as a clubbed seal. When they're in this condition simply get in close press the correct combination of buttons and depending on your wrestler he either executes a devastating crushing-type move or grabs them in a hold which slowly wears down their energy bar.

UNDERTAKER

MR. PERFECT

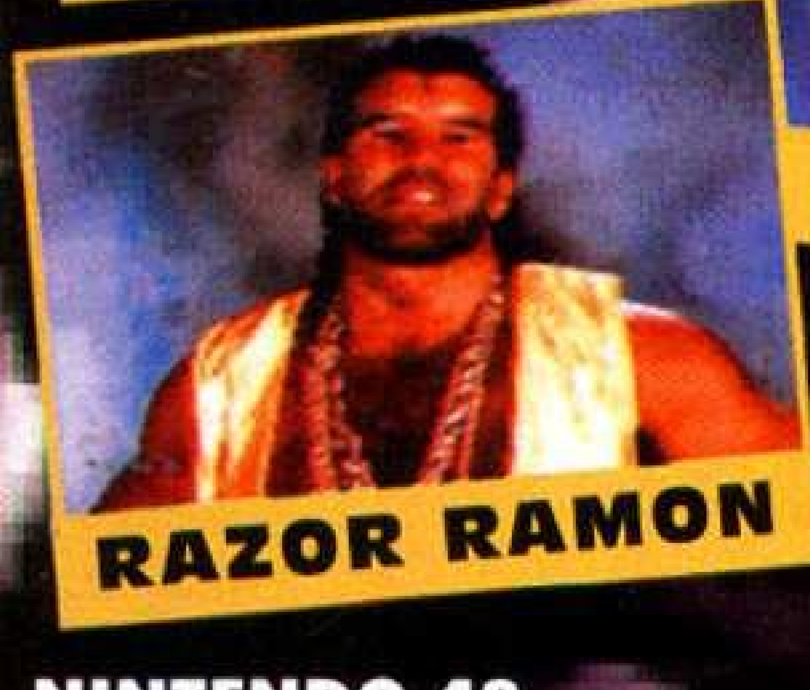
LEX LUGER

RANDY SAVAGE

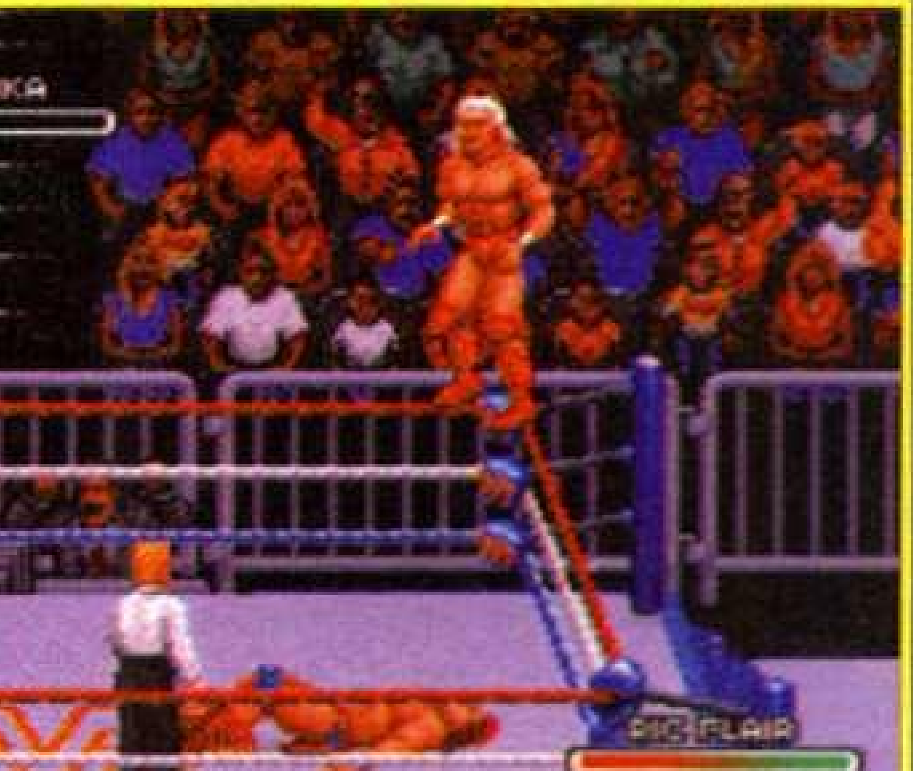
SHAWN M.

TATANKA

BRET HART

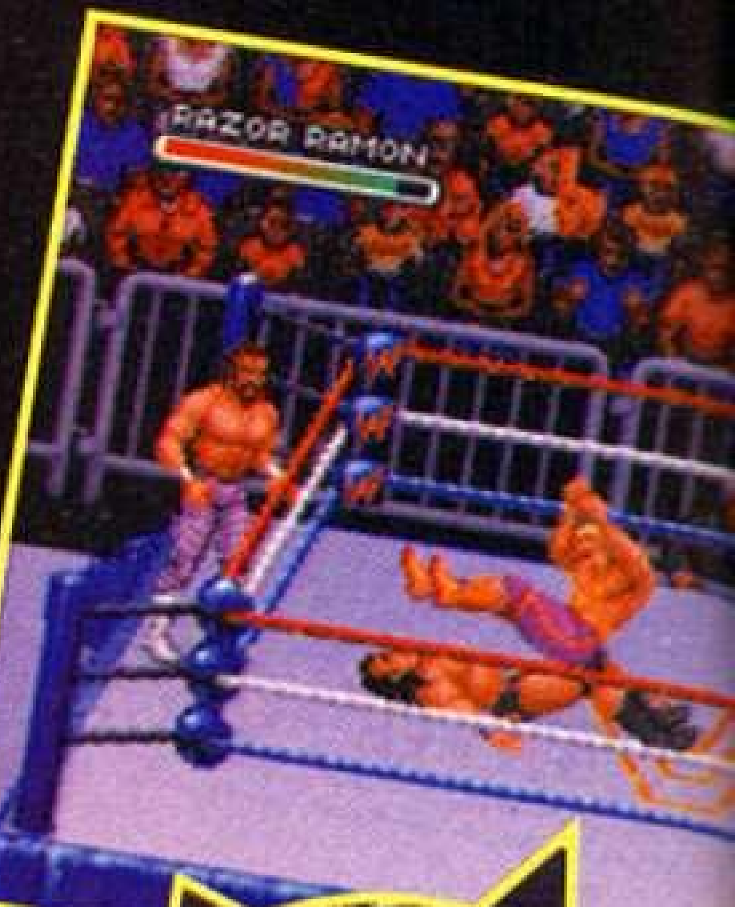

RAZOR RAMON

▲ Sit on my face...



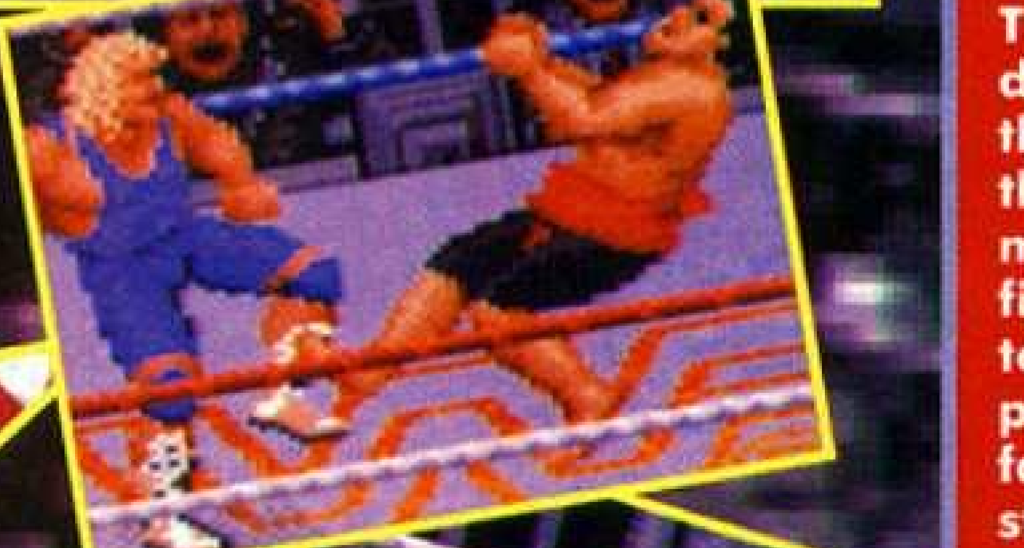
GUY ON GUY

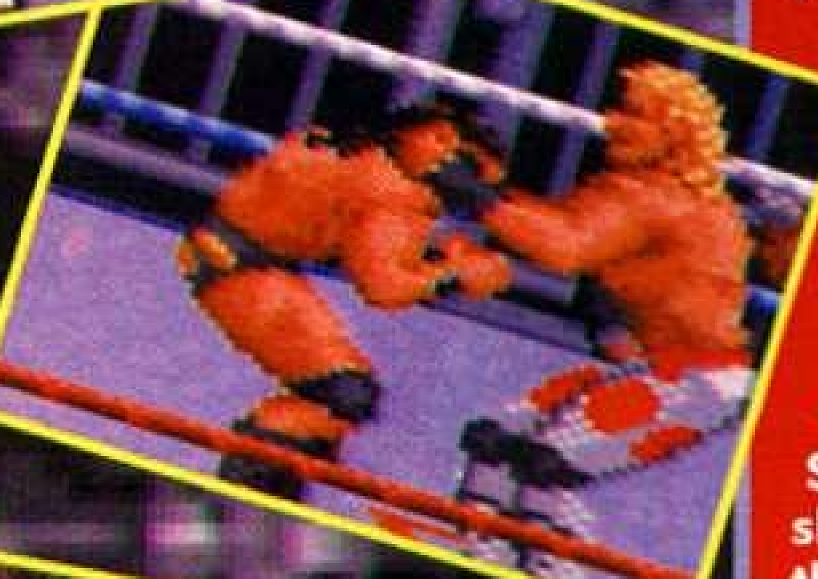
What's the use of having a tag-team partner if he plays fair? Well, you don't have to worry about that. Your buddy comes to your aid in a variety of ways. Firstly, when you've had the stuffing knocked out of you and are pinned by 20 stone of enemy wrestler, you're buddy often wanders into the ring to give you hand. Should an opposing wrestler get too close to your tag team partner, there's a good chance you're buddy will grab him by the throat, giving you time to dish out a sound kicking. Outside of the ring you can also expect him to grab the conveniently positioned steel chair and smash it over the head of his rival tag-team partner.

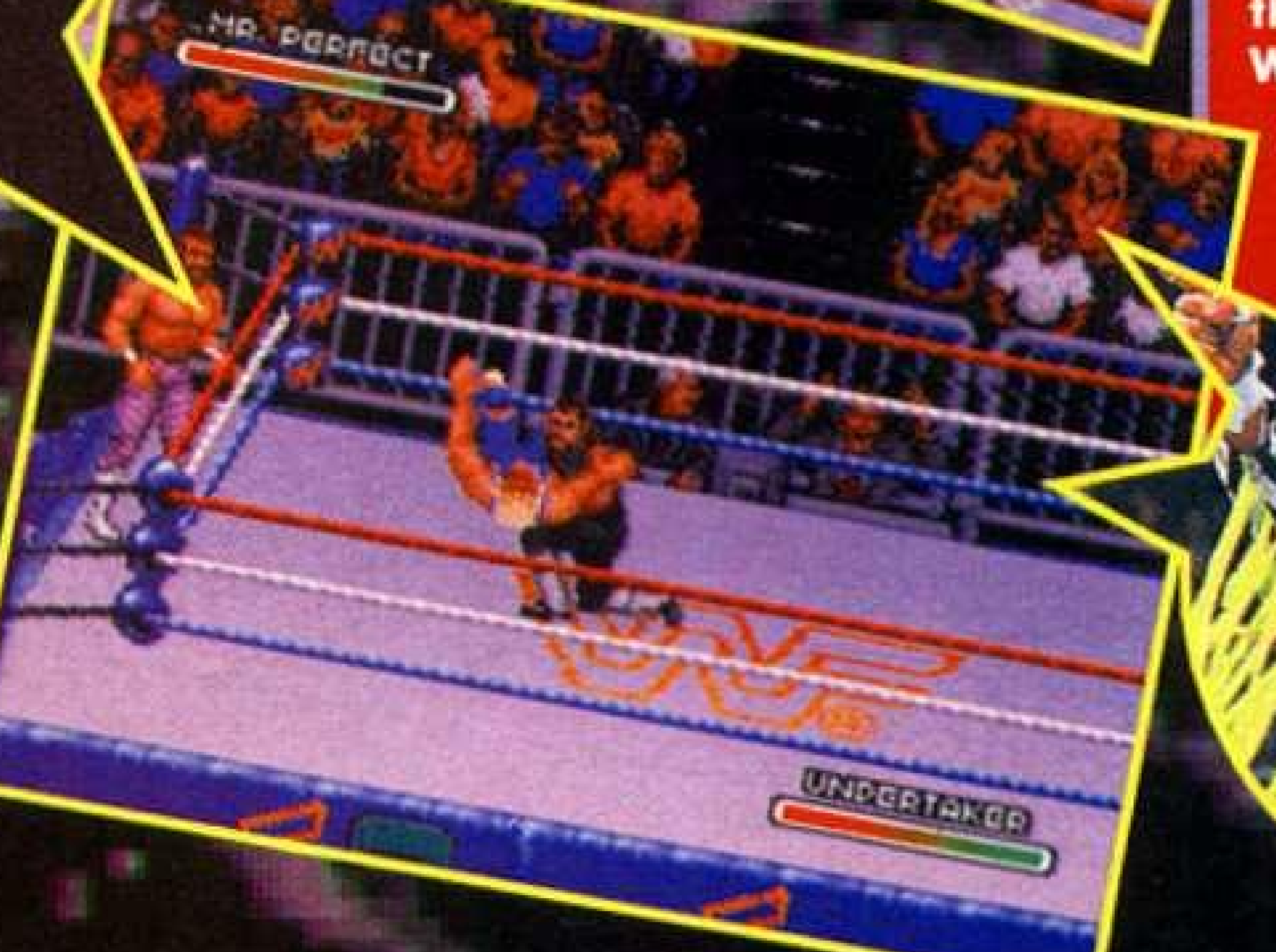


OUT FOR THE COUNT

One major improvement over the previous WWF game is that you can now batter the ref. However, as he takes about thirty seconds to recover, any pins executed in that time don't count. On the other hand, you can spend ages taking your opponent apart outside the ring. The advantage of this is that you can dole out additional damage, although if you're in a good position in the ring it means you have to wait a while before you can win the match.







COMMENT

JA

Royal Rumble's graphics are absolutely knockout! Brilliant animation, lots of detail and superb stills make this a visually awesome game. The gameplay, though, doesn't quite match up to the looks. The problem is that there aren't enough moves and, as a result, fights end up becoming tests of which player can press the button the fastest. Despite that, it's still fun to play, especially in two-player mode or fighting on top level Royal Rumble, and even though the computer opponents only offer an average level of difficulty - those who've played WWF Super Wrestlemania should be able to master this game fairly easily - WWF fans will still love this.

COMMENT

STEVE

I don't know, what happened to good ol' days with Mick McManus and Pat 'The Bomber' Roach? Now what do we get? A bunch of balding fat men poured into spandex moulds and a rather good game. At first Royal Rumble seems just like the previous WWF game, but once you start playing you realise there's much more to it. For starters there are more wrestlers, more moves and more tournaments to enter. One of the failing points of the first game has also been rectified, with wrestlers now having special moves. My biggest criticism is that grapples go on for ages. You can be pumping the buttons for yonks before anything happens, by which time your arm has started to go numb. Also, the tournaments are easy, I completed the one-on-one event on my second go.Still, this is a much better game, but not different enough to warrant buying if you own the first one.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	□	□	□
ACTION	■	■	■	□
CHALLENGE	■	■	■	□
REFLEXES	■	■	□	□
ORIGINALITY	■	□	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	□
WEEK	■	■	■	□
MONTH	■	■	□	□
YEAR	□	□	□	□

PRESENTATION 90

▲ Rather smart intro screen attracts with images of your favourite wrestlers zooming in and out. Cor!

GRAPHICS 87

▲ Good animation, especially when executing special moves.

▼ Some of the wrestlers look a bit ropey.

SOUND 89

▲ Grunts, groans and some very excellent music.

▼ Not enough noise during the matches.

PLAYABILITY 83

▲ Plenty of difficulty levels let you get straight into the action.

▼ Does grind on a bit in one-player mode.

LASTABILITY 79

▲ Lots of different tournaments and ten wrestlers to batter.

▼ Once you've completed it you won't be coming back for more.

OVERALL 82

Big improvement on the first game, but becomes dull if you're playing against the computer.

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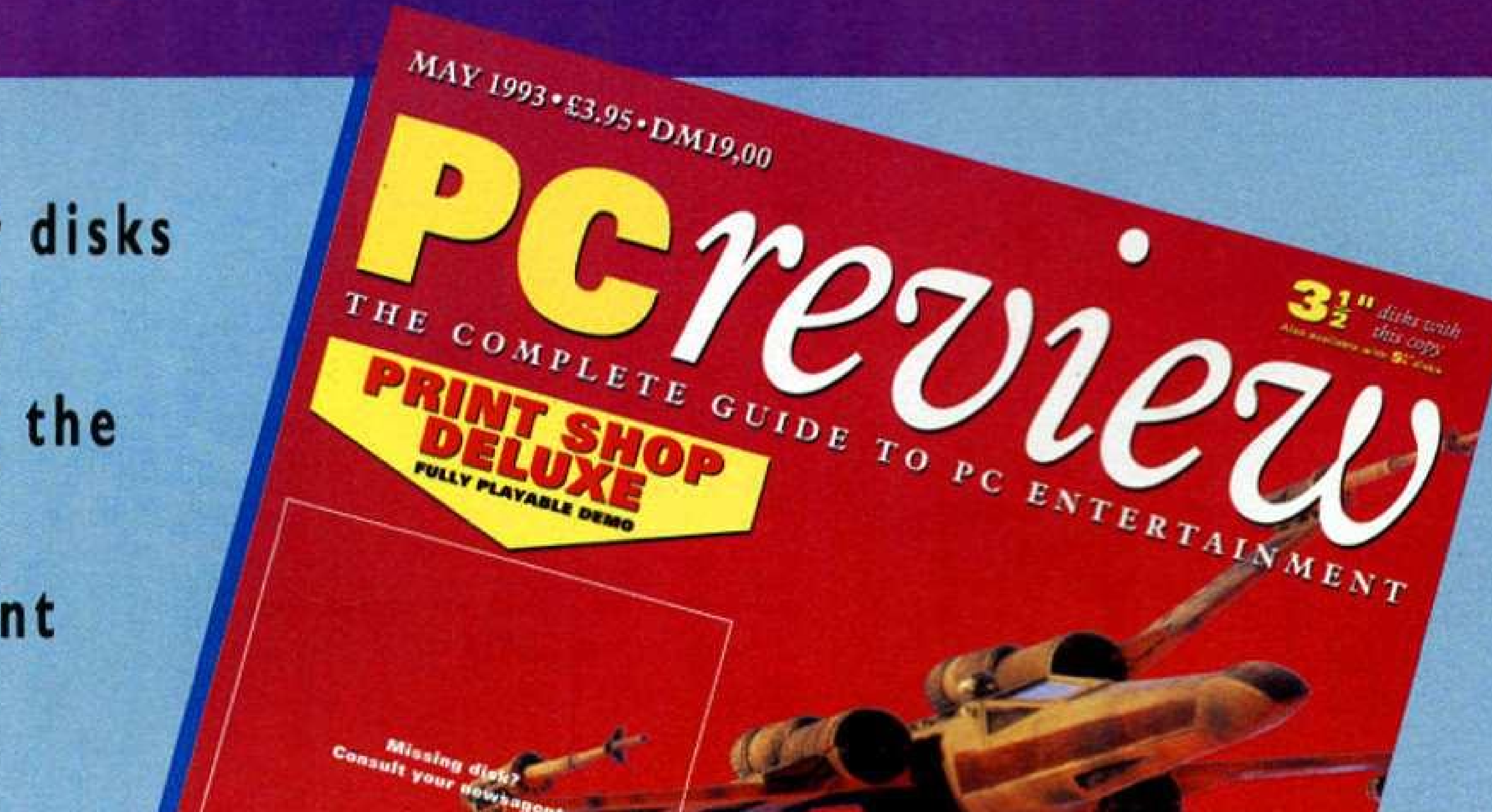
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NHS

The Nintendo Help System returns for more ailment-relieving remedies to sooth your aching gamesplaying. The latest in medical technology is used to provide thrilling treatment for the latest gaming viruses such as Starwing and Prince of Persia. All this for a measly £1.95 insurance fee. You lucky blighters!

STARWING

Foxy and his mates make it through to the second wave, as Andross toughens up for the next bout. Every aspect of his evil formations is revealed here, as tare the paths to collecting the much-needed power-ups scattered through the game. We also reveal the meaning of life and how to become an instant millionaire. Actually, that last bit's a lie, but we do everything else...

PUSH START
© 1993 Nintendo

PRINCE OF PERSIA

Alright, so we said that this was going to be the last installment, but space restrictions mean that killing Jaffar will have to wait until next month. However, this month we get you even closer to him. Sorry about the delay for the final moment of glory, but we've got notes from our Mums, and our dog is to blame as it ate the other page. Oh, and it got left on the bus. Honest. No, really...

PRINCE of PERSIA
by Jordan Mechner

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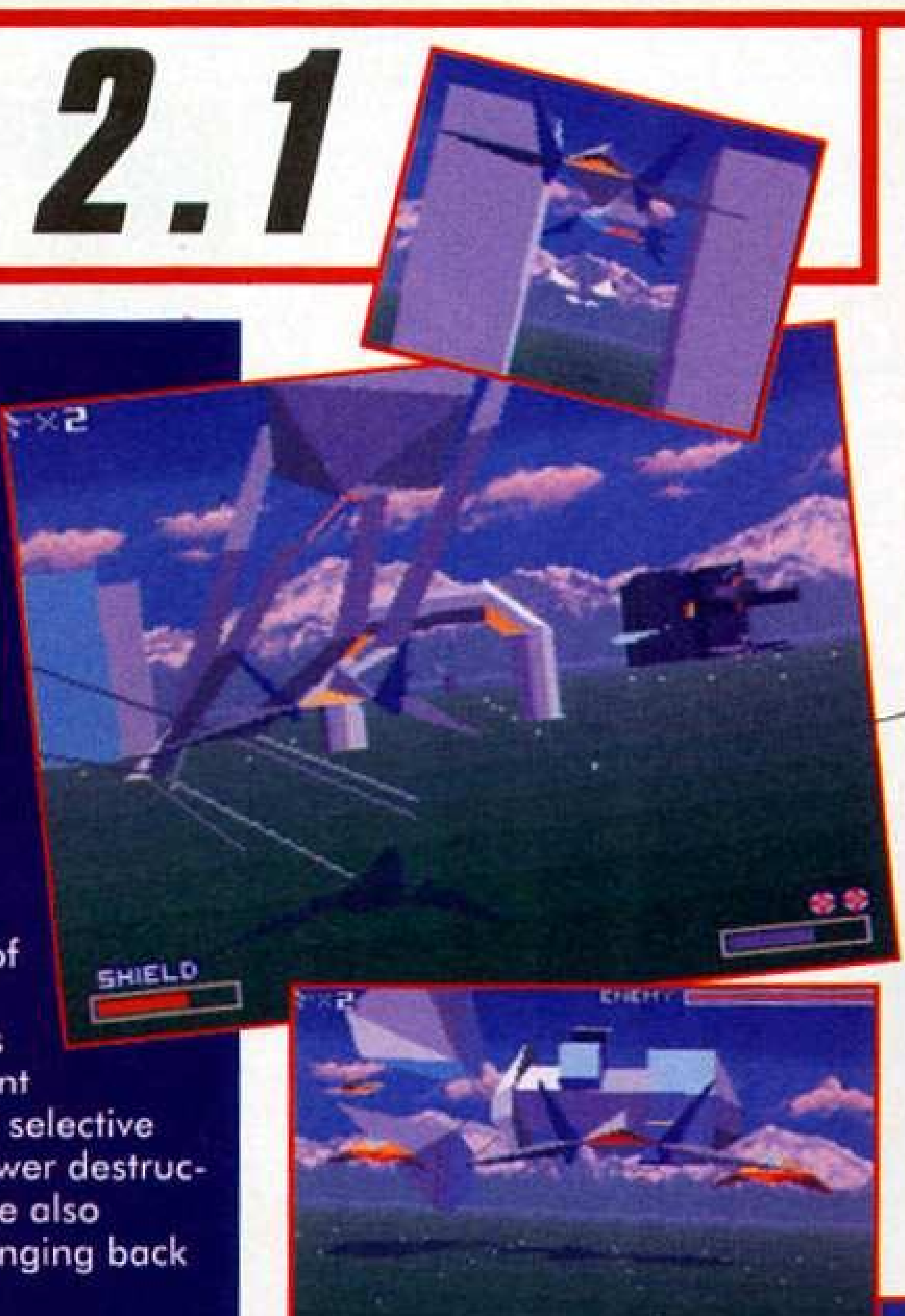
TIPS AND TACTICS

Reaarange these words to make a rather famous NMS phrase: 'Tips' and 'Small.' Hmmmm, what could it be? Ah yes, this is the section where loads of smaller tippettes are printed for your delectation as our many readers unveil their knowledge on all the latest Super NES, NES and Game Boy cheats and tactics. That's right, the 'Tips Small' pages are where you'll find them. Or something.

FURTHER TO 'AR' CONSERVATION

Now that piloting the ARWING is second nature and Level One offers little trouble, it's high time for the acceptance of a slightly tougher challenge. This month Fox throws caution to the Cornerian wind and sets out with the aim of surprising Andross via his back door! Before he does, though, there are five more attack-waves loitering in the wings!

LEVEL 2.1



THE FIRST MISSION
CORNERIA-2

Obviously, the tactics learned from the level one mission are still relevant - flying the ARWING beneath the arches yields a twin-blaster behind the moving shield door, although avoiding collision with the door by slowing the ARWING with its retros is wise.

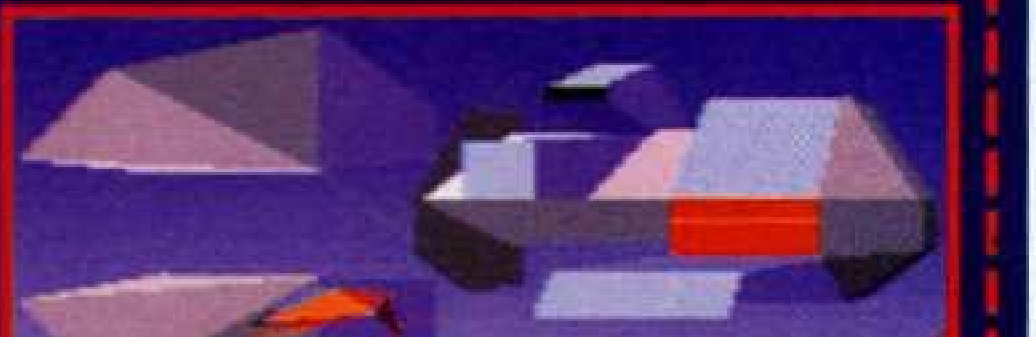
Further into Corneria the use of retros becomes increasingly more useful if a perfect score of 100% is your goal - the disposal of the giant worker droids is made possible by selective use of the retros, as is look-out tower destruction. Runaway Imperial fighters are also caught unawares by a wily Fox hanging back and taking them all into account!

Return Of The Saucer: In the first half of the Cornerian raid, make sure of destroying the flying saucer before it leaves too many nasty homing-mines.

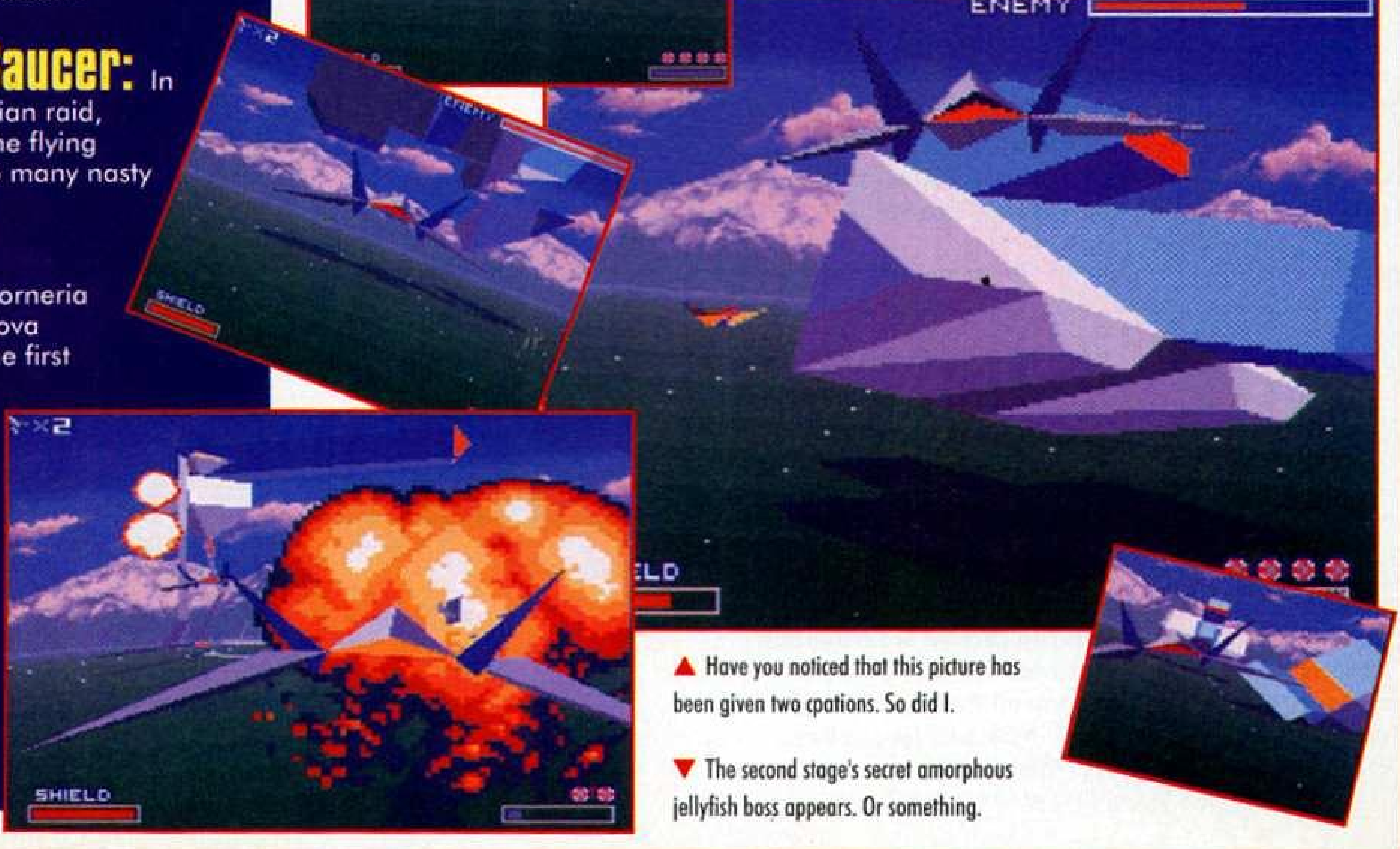
Another Nova: Corneria yields at least two extra Nova bombs for use later on. The first appears courtesy of a cowardly hover-tank, but the second is slightly more elusive. Nested behind a pair of low buildings, the only way of obtaining this second bomb is by flying on a wing through the gap between the two. You are also given permission to boast as much as you like when this little manoeuvre is perfected!

WARNING!
BOSS 1 APPROACHING
ATTACK CARRIER

This is exactly the same model as found in level one. This incarnation offers no new threat so the tactics mentioned in the first part of our guide work just fine - destroy both its missile launcher and air-craft carrier units before concentrating on its mid section.



▼ Hey, watch where you're going, Grandpa. Honestly, they should be made to take a test again when they reach sixty...



▲ Have you noticed that this picture has been given two cpations. So did I.

▼ The second stage's secret amorphous jellyfish boss appears. Or something.

THE SECOND MISSION

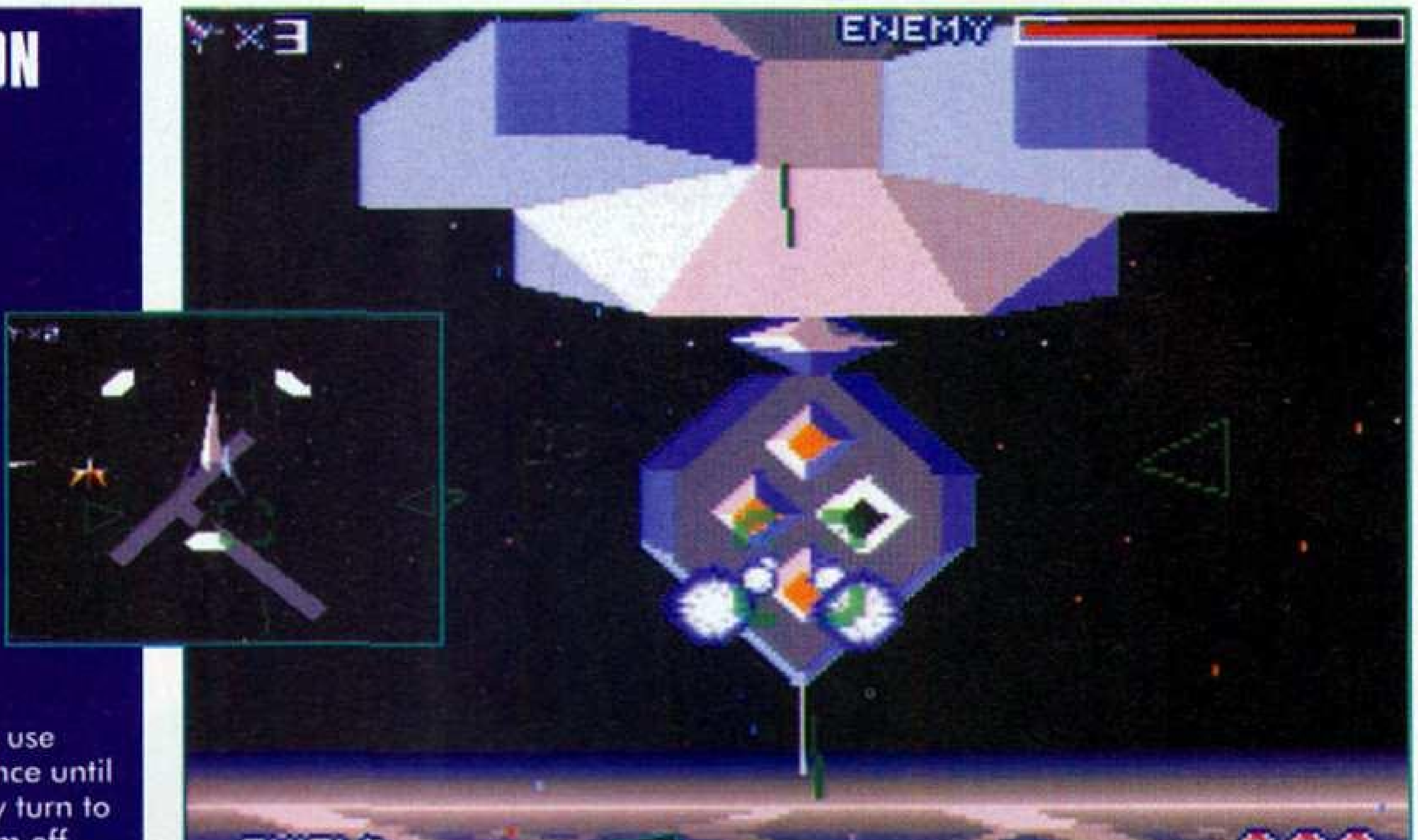
SECTOR X

Extra Ship: First up, there is an extra ship awaiting Fox early in this stage. After the first tunnel of horizontal pillars, the special triad is located in a rather awkward position - obstructed by a rotating piece of Andross' space-junk. Once again the ARWING's retros come in useful for this section.

Armoured Imperial Fighters: The armoured fighters use their heavily-armoured backs as defence until they are in formation. Only when they turn to make their attack should Fox pick them off.

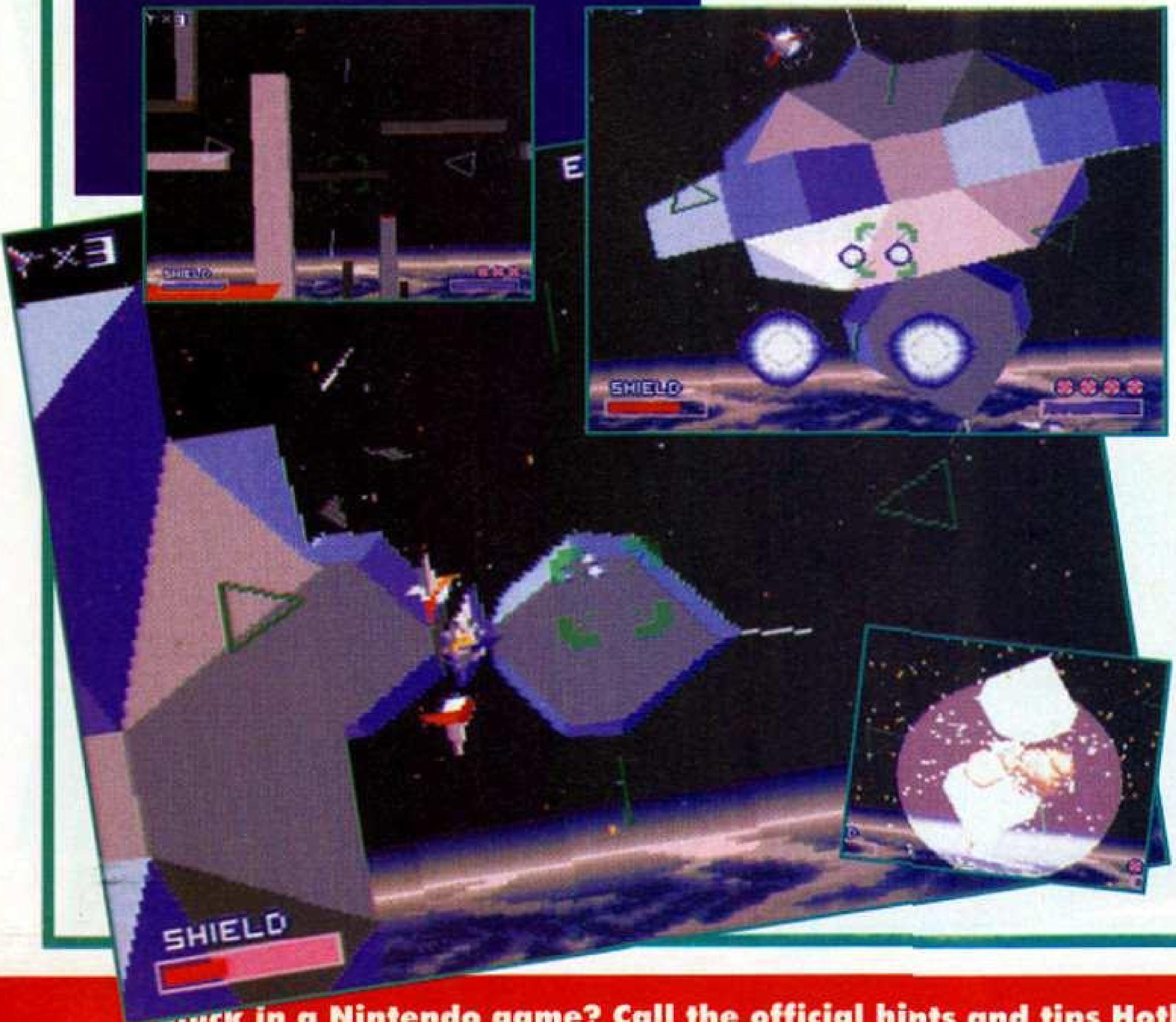
Extra Protection: The shield in Sector X lurks in the mass of pillars in the approach to the spinning tunnel of pillars holding the Nova bomb. Negotiate the solitary spinning pillar and engage the thrusters if necessary so Fox benefits here.

Twister: Although the swirling tunnel of pillars appears virtually impassable, stay fairly central whilst only making minor adjustments to the left and right. Acquiring the nova bomb nestled in here is not as much trouble as it initially seems if this tactic is used.



▲ Can you spot Foxy, readers?

▲ Box, plank. Plank, box. Ur-hur-hur-hur.

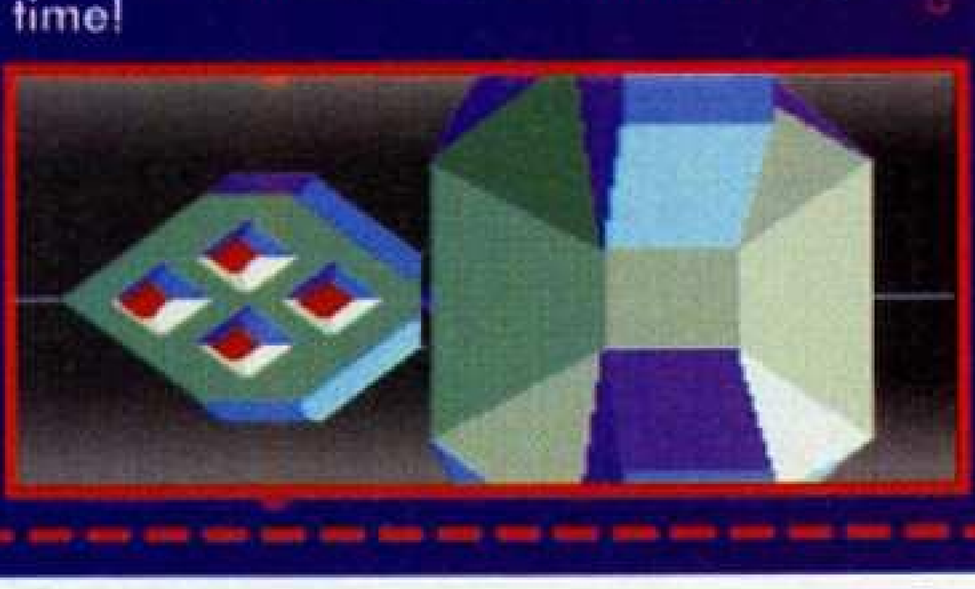


WARNING!

BOSS 2 APPROACHING

ROCK CRUSHER

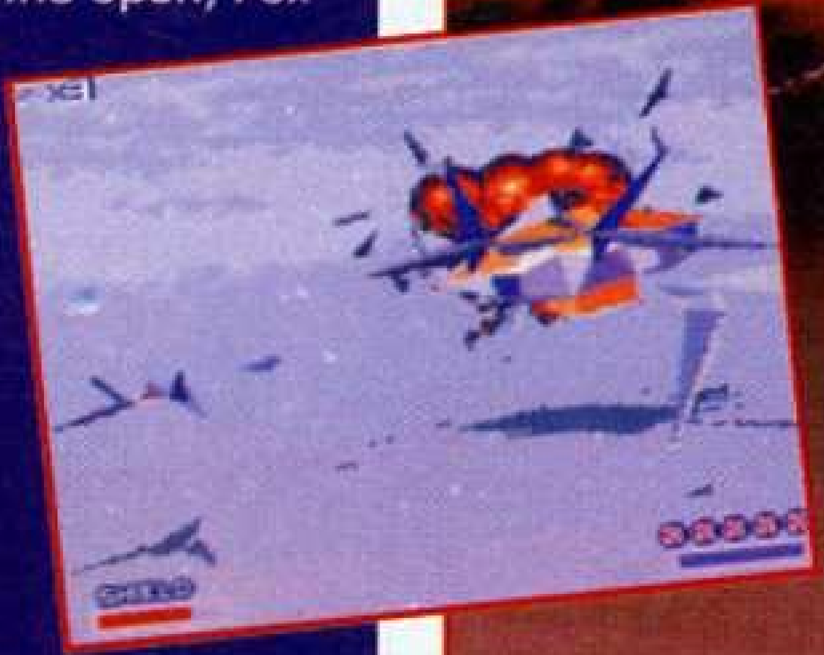
This particular Rock Crusher is modified for defence purposes. On the whole, the lumbering machine is just as fallible as its level one counterpart but the homing-missiles it now has are potentially lethal. Luckily the same tactics of methodically removing the laser cannons before blasting away at the Crusher's centre after it jettisons it's ram still work. The missiles are only a problem when the crusher is still one big unit. Keeping the ARWING central and barrel-rolling once the ram is out of the way guarantees Fox's safety. So, blast those lasers out in double-quick time!



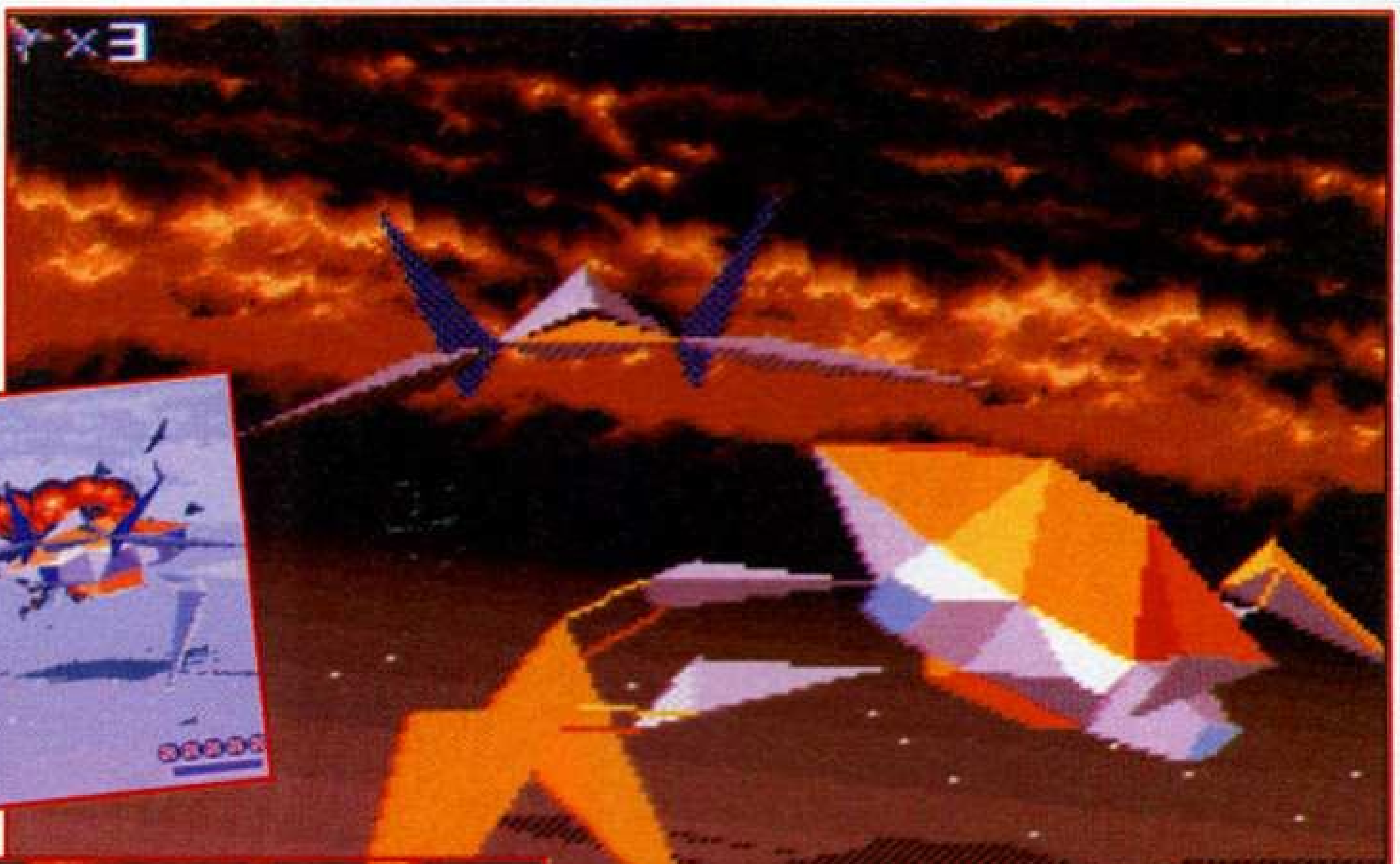
THE THIRD MISSION

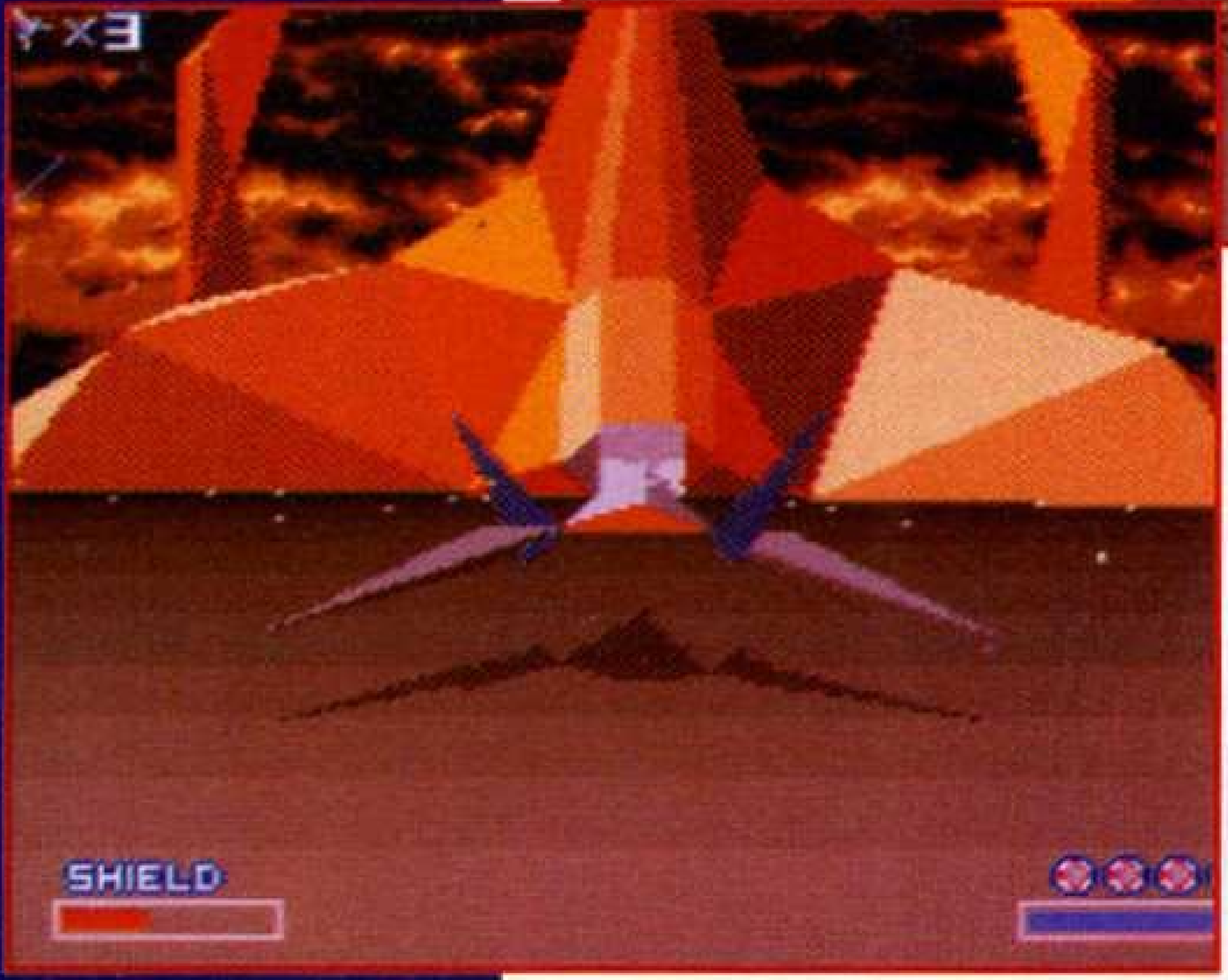
TITANIA

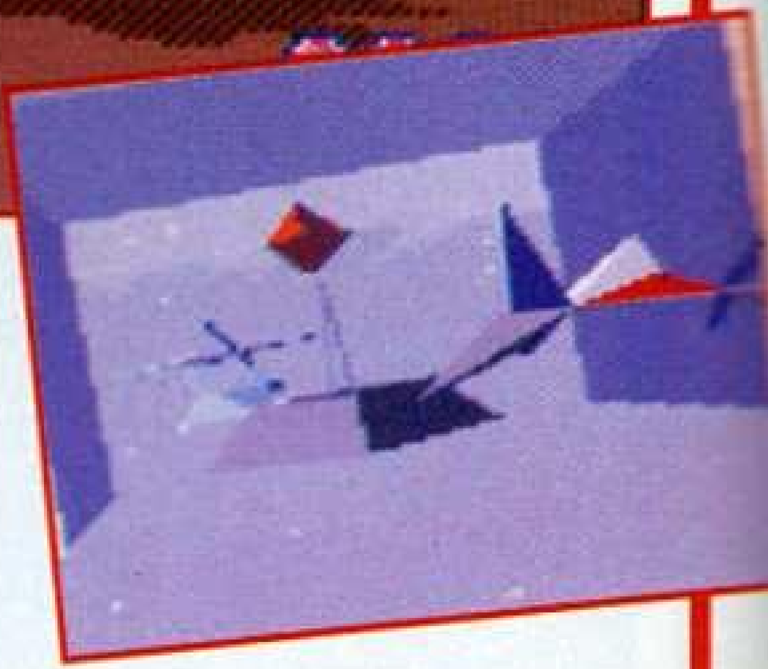
The secret of this planet with a climate problem lies with the weather generator. After navigating the rocky route into the open, Fox is introduced to the mecha-crabs which patrol Titania. Their attack is especially troublesome because, should Fox pass them by, they follow his progress until the ARWING is out of range! Taking the mecha-crabs' legs away from them gives them something else to worry about, though, and lets Fox carry on with the job at hand - stopping the blasted blizzard!



Fox now approaches three sliding blast gates which are opened by means of a couple of laser shots. However, try and wait until the last possible moment before doing so as the gates aren't open for long. The gate on the far left reveals nothing. Flying through the central one rewards Fox with a twin-blaster power-up. Until Fox passes through the gate on his right he is returned to the point at which he flew into open space repeatedly and is returned over and over to the group of three gates. He may, of course, take advantage of this by powering his wing-mounted cannons to the max via the middle gate, but the stage does not progress until the weather generator beyond the third gate is destroyed. Once the ARWING passes through this diamond-shaped placement the planet's normal weather conditions are restored, and Fox is granted access to the second half of the Titanian stage. Here he finds more mecha-crabs and cannon placements. These are simple laser fodder, but are prone to joining forces - a mecha-crab using a cannon placement for cover, for instance. However, by taking out the cannon placement first, less damage is likely.



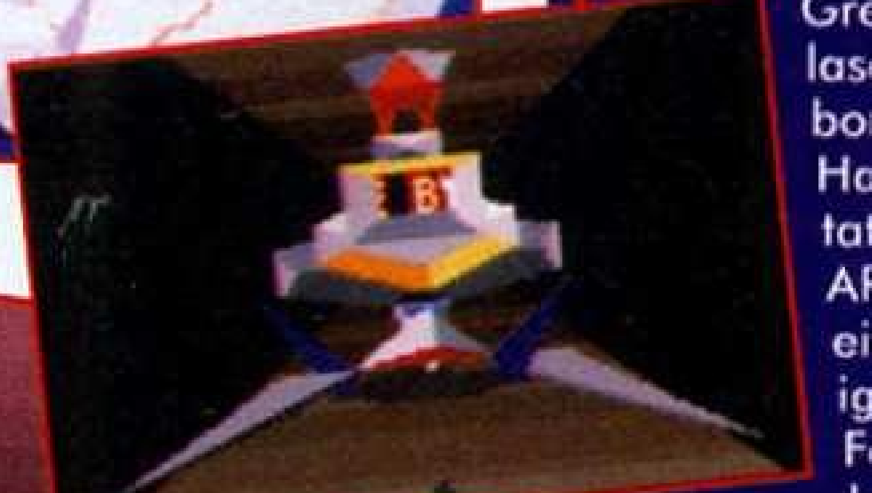


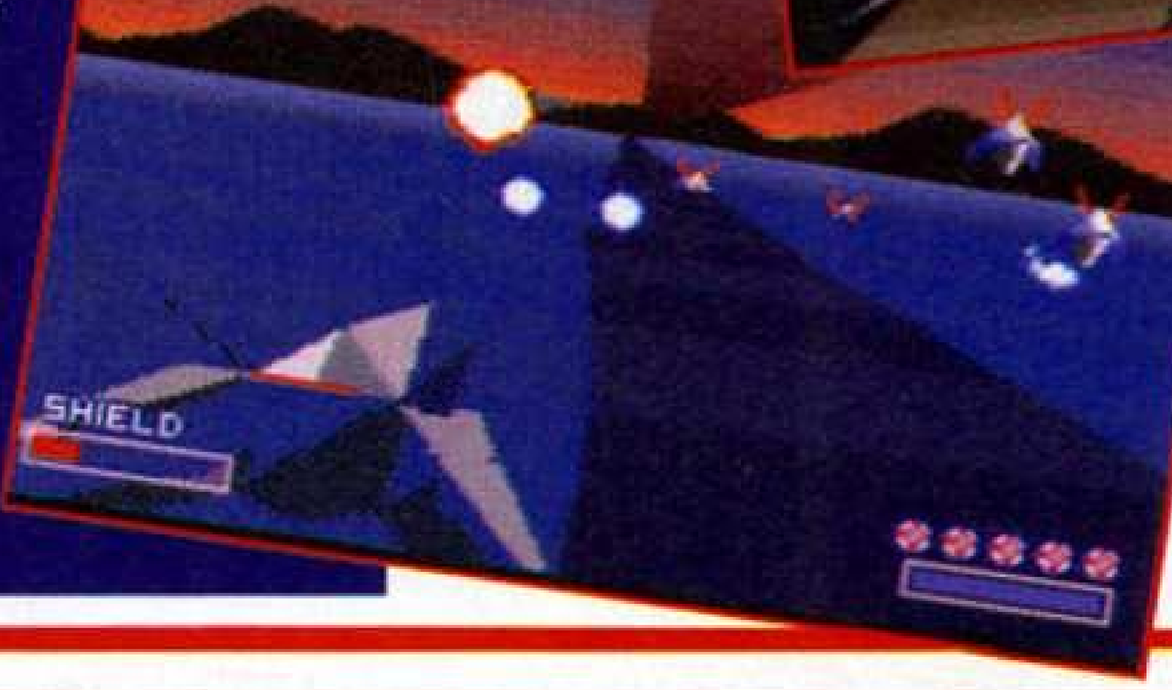


▲ Hey Mate, my carb's broken. can you fix it. Can yer?

▼ As Foxy entered the weather control, the end-of-level Michael Fish appeared for a final battle in a story to be continued tommorow.

▲ Unloved by the hunt-loving gentry, Fox found solace in the local inter-galactic church.



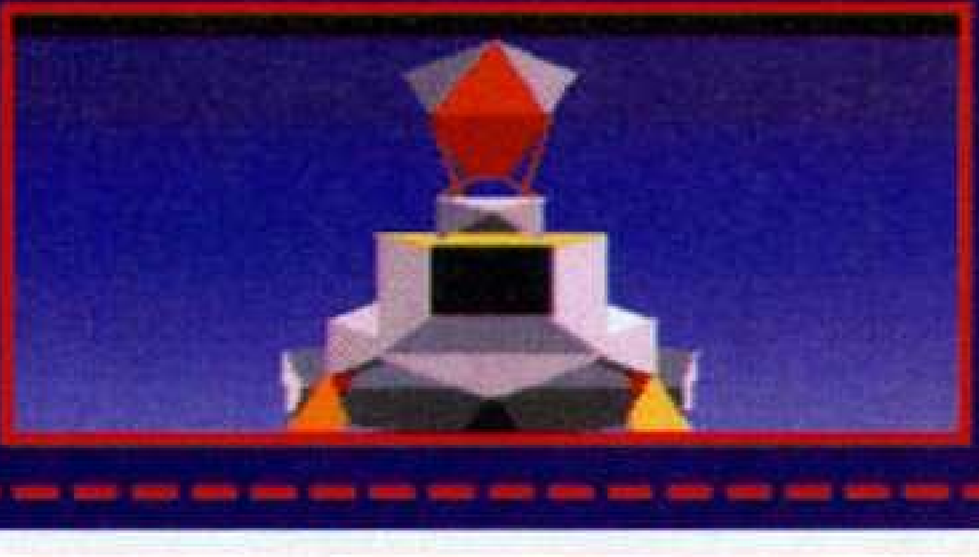


WARNING!

BOSS 3 APPROACHING

PROFESSOR HANGAR

Upon entering Hangar's complex it greets taunts Fox with a 'Bye, bye' flashing across its VDU! The cheek! Fox's initial attack scares the Prof. into submission and the ARWING is left clearing the area of marine-like fighters. Desperate Professor Hangar now makes his bid for Fox's life and releases more giant flying fish. Great skill is required if Fox's lasers are at low power and nova bombs become essential here. Hangar falls quickly to the devastating twin-cannons of the ARWING on the other hand. In either case it's impossible to ignore the flying fish and so have Fox take care in filleting them as he wears Hangar down.



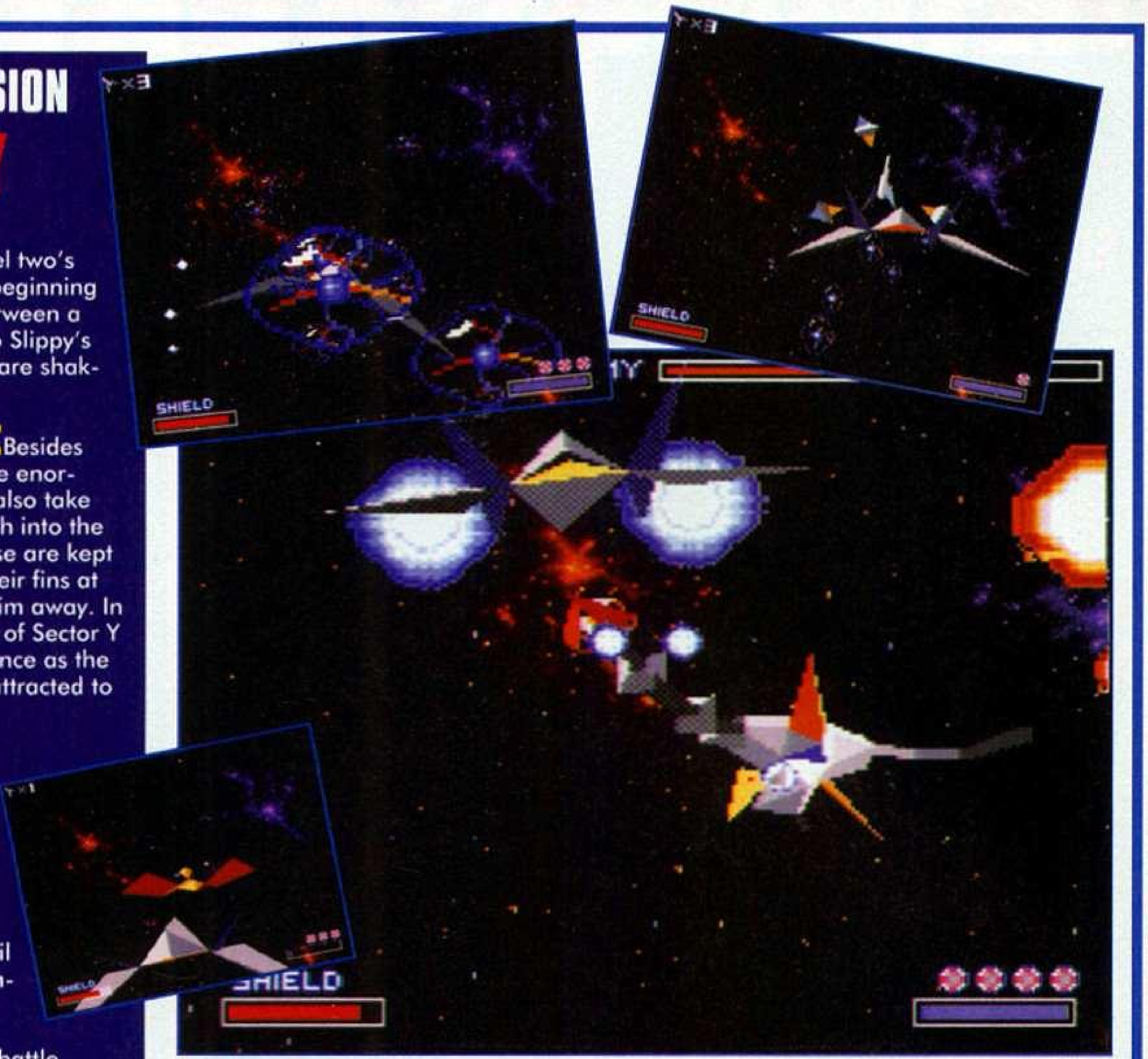
THE FOURTH MISSION

SECTOR Y

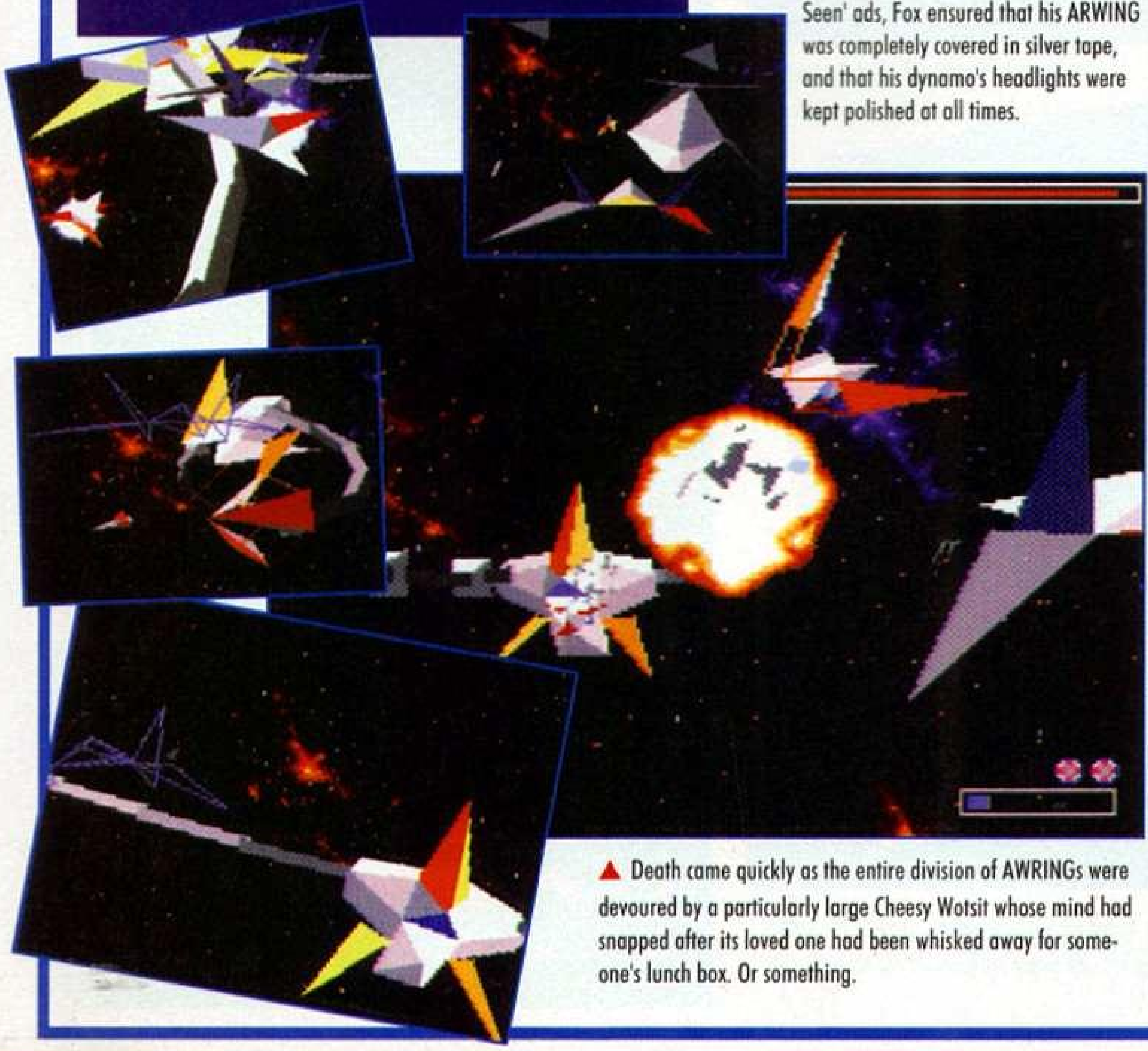
I want more life!: Level two's second extra ship is found at the beginning of Sector Y, and is sandwiched between a group of space amoebas. Listen to Slippy's advice as it reveals that amoebas are shaken loose by using barrel rolls.

Shoot, skate or die!: Besides making every effort in avoiding the enormous manta-ray, Fox's problems also take the form of red skates which smash into the ARWING, wrecking its shield! These are kept at bay with a couple of shots to their fins at which point they turn blue and swim away. In fact, the best advice for the whole of Sector Y is to shoot everything well in advance as the majority of life here is irresistibly attracted to Fox's ARWING!

Save the Fox!: Throughout Fox's time in Sector Y, a school of blue fish are visible in the distance. After Fox passes through the half-way-point supply-ring fire repeatedly into their midst. Eventually, a whale flies into view, leaving a trail of power-ups. Nova bombs, a twin-blaster icon, supply rings and a shield are all left for Fox's use. Amazing or what! This makes the battle against Plasma Hydra so much easier.



▲ Having watched countless 70s 'Get Yourself Seen' ads, Fox ensured that his ARWING was completely covered in silver tape, and that his dynamo's headlights were kept polished at all times.



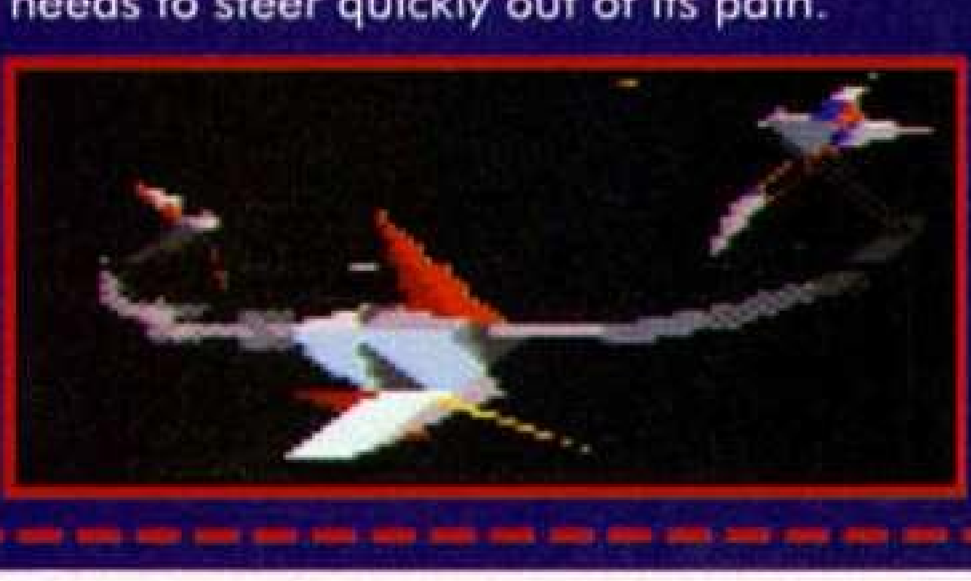
▲ Death came quickly as the entire division of AWRINGs were devoured by a particularly large Cheesy Wotsit whose mind had snapped after its loved one had been whisked away for someone's lunch box. Or something.

WARNING!

BOSS 4 APPROACHING

PLASMA HYDRA

Of all the adversaries in three levels, the Plasma Hydra proves the most frustrating. We can outline the tactics here: concentrate the ARWING's fire at Hydra's thrashing arms and use the retros for evading collision - making sure you stop the missiles before they hit the ARWING - before punishing Hydra's bulk into submission. Even so, Plasma Hydra is, still very unpredictable. The only sure Fox-preserving tactic is remembering to steer clear of Hydra's death throes just before it explodes - Hydra rushes toward the ARWING at the very last moment and Fox needs to steer quickly out of its path.

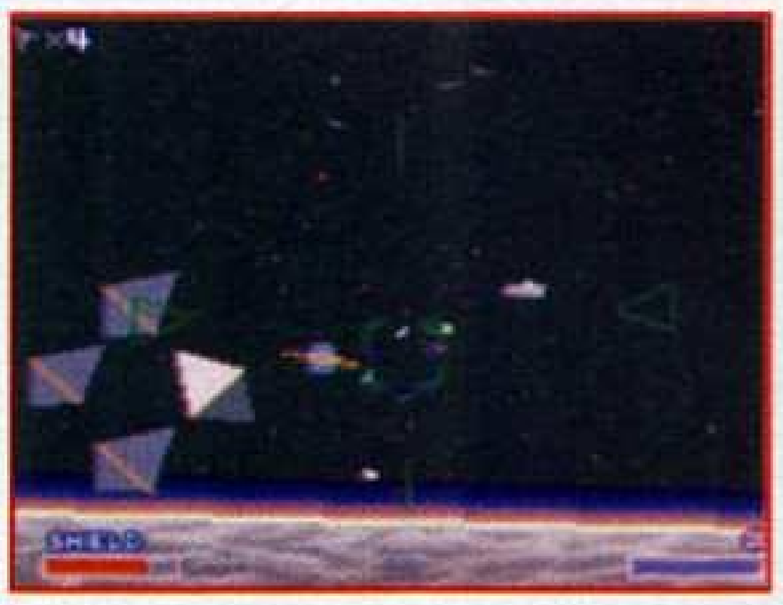


THE FINAL MISSION

VENOM

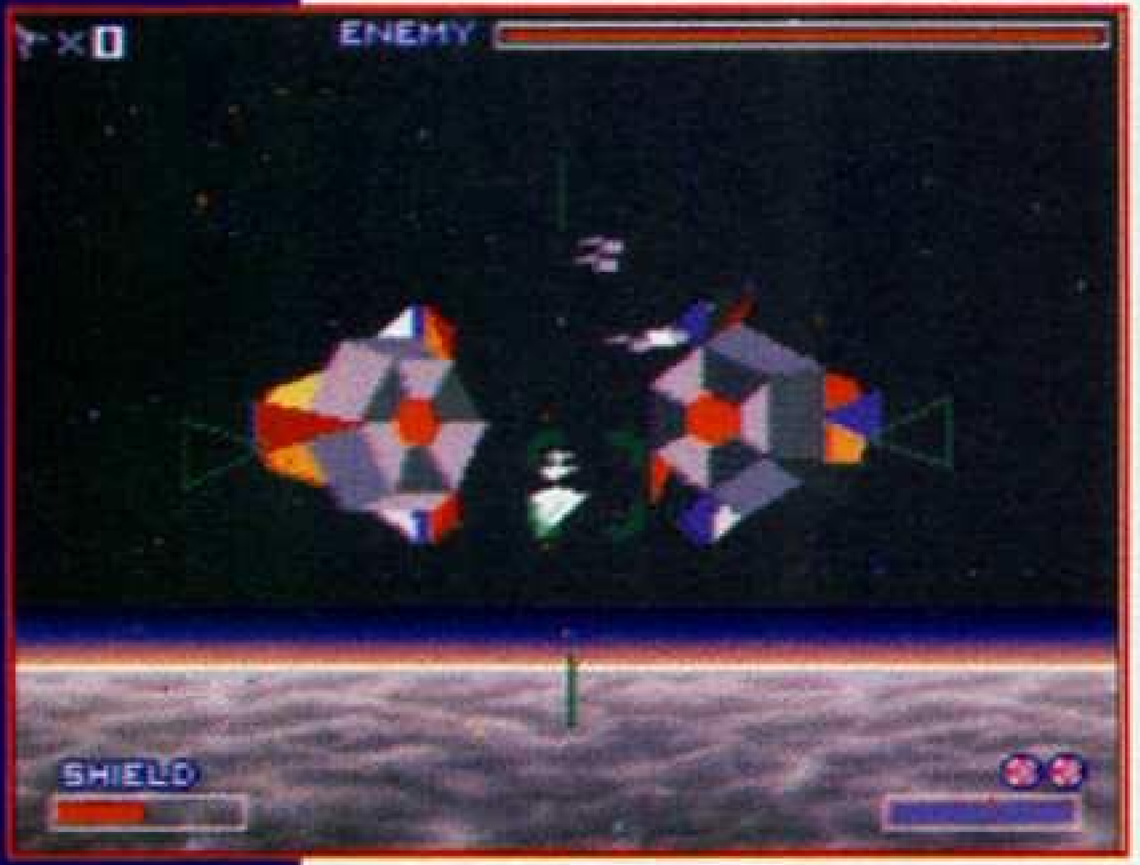
Stay Right Where You Are:

As with the Asteroid stages in both levels one and three, keep the ARWING as central as possible. After all there are no obstacles, just hordes of Andross' Imperial craft queuing up for the slaughter! The point is that, more often than not, the enemy flies directly at Fox so that accounting for all of them only requires simple left and right adjustments.



▲ Some flotsam and jetsam floating in the inky blackness of space last week.

Frieght Bait: The tumbling canisters littering this area of space are only hazardous if Fox takes too long in blasting them. Unless they are taken out early, they shatter into dangerous fragments! However it is worth chancing the most cluttered path through the canisters because for the twin-blast and nova bomb icons found within.

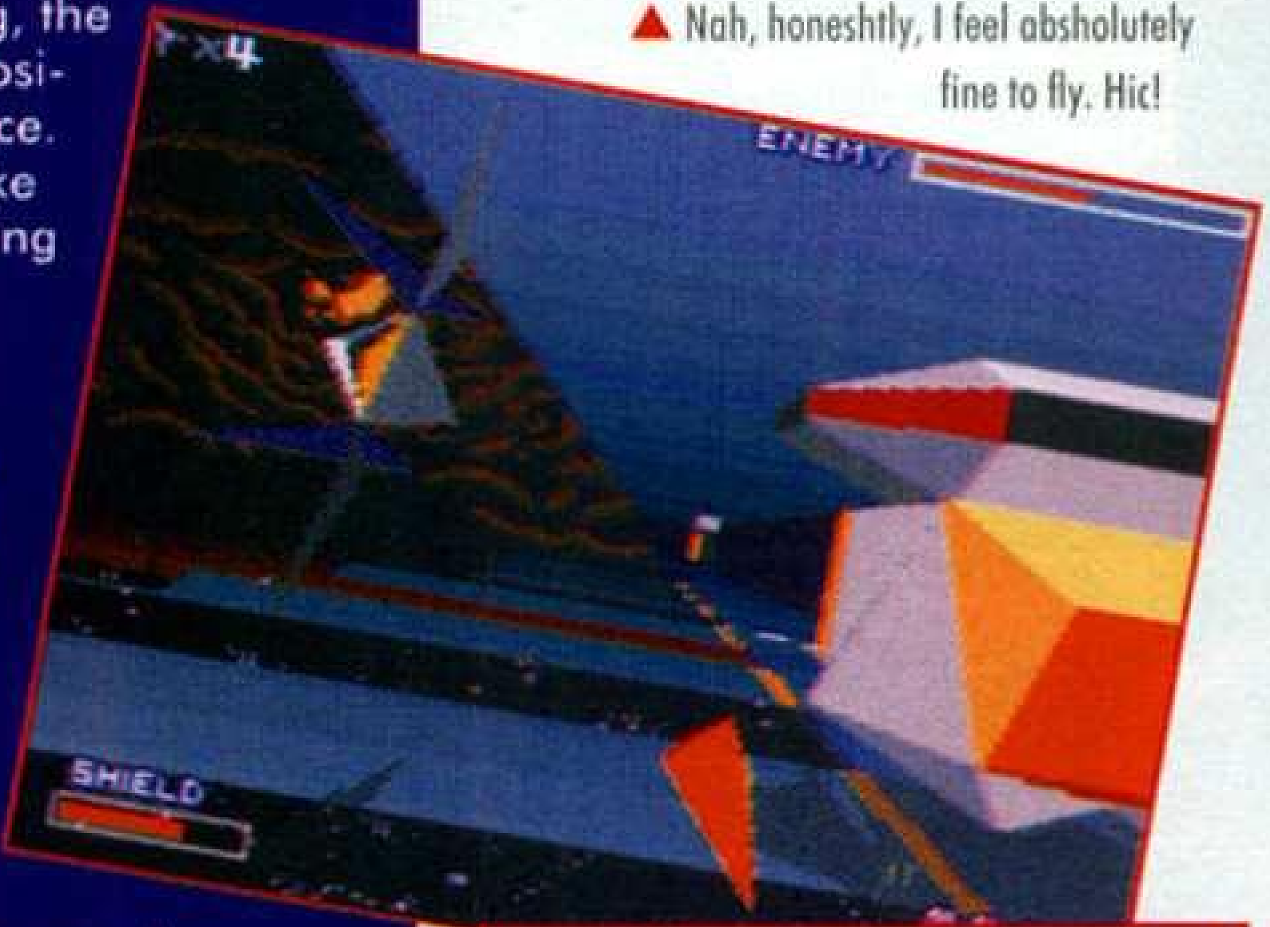


Barrier Grief In the last moments before Fox encounters the Metal Smasher, a formation of Imperial fighters flies into view, and at their centre is a shield-carrying craft. By concentrating the ARWING's fire directly ahead - ignoring the approaching fighters for a few moments, the craft leaves this prize for Fox's collection. Unfortunately this craft is as tricky as they come and, even though Fox might clip its wing, the awaiting shield is often left positioned in a hard-to-reach place. Gnnh! Whatever the case, take out the remaining fighters using the technique mentioned above.

▲ Nah, honeshtly, I feel absholutely fine to fly. Hic!

ANDROSS' BACK DOOR

The best way of tackling this is by flying constantly on the wing. This way there is less danger of wing damage. It also enables Fox to out-manoeuvre the Imperial transport.



Secret Weapon: The means of obtaining the twin-blast here is often overlooked. The temptation of frantically avoiding everything is irresistable at first! Don't! Instead fly beneath the pillars lining the left-hand side of the highway for Fox's reward.

▲ Excellent, an intergalactic Little Chef. Jubilee Platters and Steak Tartares all round, eh Foxy?

A Nova Bomb Ther nova bomb available for Fox uses the same tactics later down the line. Flying to the left of the tunnel prior to the half-way supply ring triggers this icon's appearance.

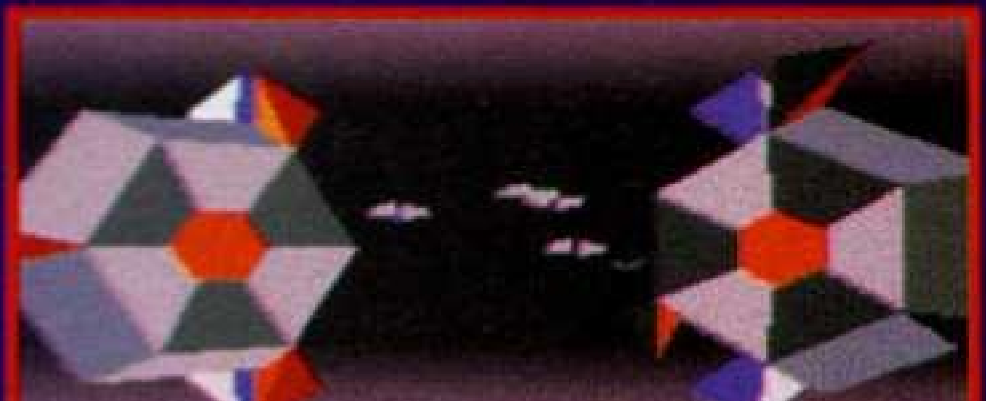
Highway Stars: Venom doesn't have road users, but it does have road abusers! Fox fools them all by kicking in the retros and sneaking in on them from behind. The bikers are real suckers for this tactic.

WARNING!

BOSS 5 APPROACHING

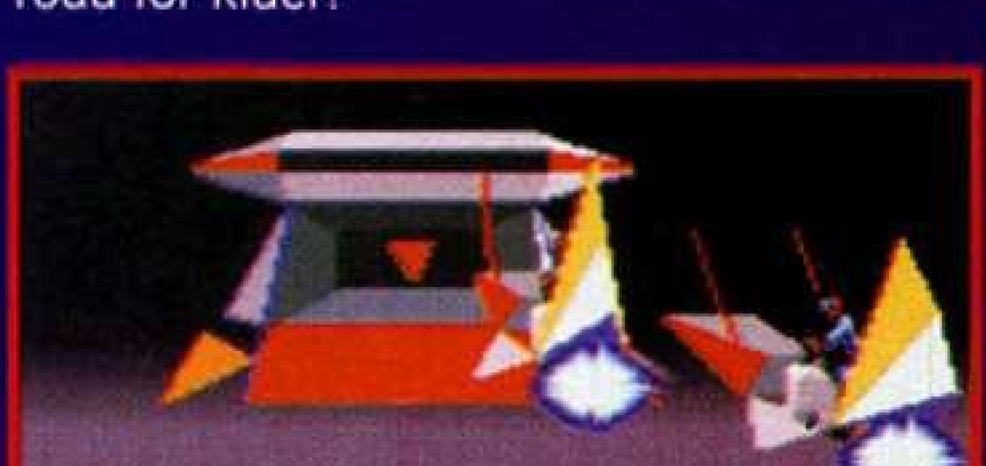
METAL SMASHER

As long as Fox remembers his retros here he is in little danger. The big secret is only the right-hand side requires damaging - once this half is wasted, its counterpart soon crumbles after a couple of shots. The basic tactics amount to continuous retro abuse when the ARWING is sucked toward the crusher and being sure to blast away the canisters it produces. Should the battle against the Metal Smasher progress to the point where it sends circular laser fire at Fox, don't panic. Simply remaining in a central position is the safest bet. The pod ejected from its remains is the Galactic Rider - the final boss before Andross appears.



GALACTIC RIDER

Rider is proud of its size and uses its bulk for crushing the ARWING against the highway boundaries. Also, as this is the mother of all hatchbacks, from its rear door scoot pairs of Air-bikers and laser placements. Rider is vulnerable for as long as it's rear end is open. Any nova bombs remaining are best off-loaded in the Rider's direction, as they're not much use against Andross. As long as Fox uses his retros and skillful manoeuvring to avoid the crushing attempts, it's the end of the road for Rider!



WIN TEN FREE GAMES!

IN THE AMAZING NMS

QUESTIONNAIRE

HERE'S your chance to have your say about the world's greatest Nintendo magazine - and help us keep your favourite mag the runaway winner it is! This questionnaire gives you the chance to tell us what YOU think, tell us all about yourself and suggest ways we can improve the mag. Best of all, by filling out this questionnaire (it's fun!) you stand the chance of winning TEN GAMES for your machine - worth more than FOUR HUNDRED POUNDS! We'll be pulling one lucky winner out of the heaving NMS Mailbag, and that lucky so-and-so walks off with the lot! So what are you waiting for? Grab that biro, make sure you're sitting comfortably and prepare to give NMS a piece of your mind!

ABOUT YOU

1. Are you: Male ☐ Female ☐

2. How old are you?

Under 8 ☐ 8 ☐ 9 ☐ 10 ☐ 11 ☐
12 ☐ 13 ☐ 14 ☐ 15 ☐ 16 ☐
17-19 ☐ 20-23 ☐ 24-29 ☐
30 or over ☐

3. What do you do?

Junior School ☐
Secondary School ☐
6th Form/6th Form college ☐
Higher education ☐
(University/Poly/other college) ☐
Full-time employment ☐
Part-time employment ☐
Unemployed ☐
Other: ____________________

4. What do you do in your spare time? Please rate how keen you are on each of the following (10 = hyper keen, 1 = couldn't care less)

Play video games ☐ Play sports ☐
Watch TV ☐ Watch satellite TV ☐
Watch videos ☐ Listen to music ☐
Listen to the radio ☐ Play arcade games ☐
Go to the cinema ☐
Other: ____________________

5. On average how much time do you spend playing video games every week?

Less than 1 hour ☐ 1-2 hours ☐
2-4 hours ☐ 4-6 hours ☐
6-8 hours ☐ 8-10 hours ☐
10-20 hours ☐ More than 20 hours ☐

6. Where do you normally play your games (tick more than one box if necessary)?

In my bedroom ☐ In my lounge ☐
At my friend's house ☐
Somewhere else: ____________________

7. How do you usually play your games?

On my own ☐ With another friend ☐
With a group of us ☐

8. What is your favourite TV programme?

____

9. What is your favourite movie/video?

____

10. What is your favourite music CD/tape?

____

11. What is your favourite non-video games magazine/comic?

____

12. On average, how much money do you earn/get given each month?

£0-10 ☐ £11-50 ☐
£51-100 ☐ £101-500 ☐
£501-1000 ☐ £1000-1500 ☐
Over £1500(!) ☐

13. Which of the following do you regularly buy?

CDs ☐ Tapes ☐
Videos ☐ Clothes ☐
Shoes/Trainers ☐ Sweets ☐
Crisps ☐ Drinks ☐
Takeaway food ☐ Books ☐
Comics ☐
Something else, namely: ______________________

14. Do you have a bank account?

Yes ☐ No ☐

ABOUT YOUR GAMES

15. Which of the following machines do you (1) own and do you (2) have access to (perhaps via a friend)?

	(1) Own/Bought	(2) Access to
Nintendo NES	☐	☐
Nintendo Super NES	☐	☐
Nintendo Game Boy	☐	☐
Sega Master System	☐	☐
Sega Megadrive	☐	☐
Sega Mega-CD	☐	☐
Sega Game Gear	☐	☐
Lynx	☐	☐
Amiga	☐	☐
C64	☐	☐
PC	☐	☐
Macintosh	☐	☐
Atari ST	☐	☐
PC Engine	☐	☐
PC Engine GT	☐	☐
PC Engine Duo	☐	☐
Neo Geo	☐	☐

16. Which machine do you want to buy next?

Nintendo Super NES ☐ Nintendo Game Boy ☐
Nintendo NES ☐ Sega Master System ☐
Sega Megadrive ☐ Sega Mega-CD ☐
Sega Game Gear ☐ Lynx ☐
Amiga ☐ PC ☐
Macintosh ☐ Atari ST ☐
PC Engine ☐ PC Engine GT ☐
PC Engine Duo ☐ Neo Geo ☐
3DO ☐

17. How many games do you own?

None ☐ One ☐
2-5 ☐ 6-10 ☐
11-25 ☐ 26-50 ☐
More than 50 ☐

18. On average how many games do you buy?

Never buy games ☐
A couple every year ☐
One every three months ☐
One every couple of months ☐
One per month ☐
Two per month ☐
Three per month ☐
Four Per month ☐
Five per month ☐
More than five ☐

19. How many games do you get given (as presents etc)?

None ☐
A couple every year ☐
One every three months ☐
One every couple of months ☐
One per month ☐
Two per month ☐
More than two per month ☐

20. How many different games do you play in a month - either of your own, at a friend's or elsewhere?

None ☐ 1-5 ☐
6-10 ☐ 11-15 ☐
15-20 ☐ Over 20 ☐

21. How long have you been playing video games?

A month or less ☐ 1-3 months ☐
3-6 months ☐ 6-12 months ☐
12-18 months ☐ 18months-2years ☐
2-3 years ☐ 3-4 years ☐
Over 4 years ☐

22. How much do you spend on video games on average in a month?

Nothing ☐ Under £10 ☐
£10-25 ☐ £25-50 ☐
£50-75 ☐ £75-100 ☐
£100-150 ☐ £150-200 ☐
Over £200 ☐

23. In order of preference, which of the following are the most important things that help you decide which game to buy?
(1 is most important, 8 is least important)

Games mag review ☐
Games mag preview ☐
Recommendation by a friend ☐
Saw an advert in a Games mag ☐
Editorial coverage in other types of magazine ☐
Saw it on TV ☐
Saw an advert on TV ☐
Shop demonstration ☐
Something else, namely: ____________________

24. Where do you normally buy your games and equipment?

Mail order ☐ Local computer shop ☐
Dixons ☐ Virgin ☐
Woolworths ☐ Argos ☐
Comet ☐ Boots ☐
Toys R Us ☐ WH Smith ☐
Microbyte Games ☐ Our Price ☐
HMV ☐ Other: ____________________

ABOUT THE MAGAZINES

25. Where do you usually buy your video games magazines from?

Local newsagent ☐ WH Smith ☐
John Menzies ☐ Martins ☐
Fourbuoys ☐ Tesco ☐
Somewhere else: ____________________

26. Who pays for the magazine?

You ☐ Your parents ☐
A friend ☐

27. How many other people apart from youself will see your copy of Nintendo Magazine System?

Nobody else ☐ One ☐
Two ☐ Three ☐
Four ☐ Five ☐
More than five ☐

28. How often do you buy or see (perhaps a friend's copy) Nintendo Magazine System?

	Buy	See
Every month	☐	☐
Once every couple of months	☐	☐
Once every three months	☐	☐
Less often	☐	☐

29. Please mark whether you think these statements are true or false:

I expect to get a free gift when I buy a computer magazine
True ☐ False ☐

I am prepared to pay more for a magazine one month if the gift is good enough

True ☐ False ☐

When I'm deciding which magazine to buy the quality of gift is more important than the game on the cover
True ☐ False ☐

30.Would you ever buy a game without seeing a review in Nintendo Magazine System first?

Yes ☐ No ☐

32. How do you rate Nintendo Magazine System as a games mag?
(10 = brilliant, 1 = crap)

1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐
6 ☐ 7 ☐ 8 ☐ 9 ☐ 10 ☐

33. What do you think of the different sections of Nintendo Magazine System?

	Good	Average	Poor
Covers	☐	☐	☐
Cover gifts	☐	☐	☐
News	☐	☐	☐
Previews	☐	☐	☐
Reviews	☐	☐	☐
Competitions	☐	☐	☐
Cheats and hints	☐	☐	☐
Maps	☐	☐	☐

34. What other mags do you normally buy or see and how would you rate them out of 10 (where 10 is brilliant and 1 is rubbish)?

Magazine	Buy	See	Rate
C&VG	☐	☐	☐
Mean Machines	☐	☐	☐
Gamesmaster	☐	☐	☐
Mega	☐	☐	☐
Super Pro	☐	☐	☐
Megatech	☐	☐	☐
Super Action	☐	☐	☐
GB Action	☐	☐	☐
Bad Influence	☐	☐	☐
Console XS	☐	☐	☐
Sega Zone	☐	☐	☐
SMAG	☐	☐	☐
Sega Power	☐	☐	☐
Total!	☐	☐	☐
Sega Force	☐	☐	☐
Game Zone	☐	☐	☐
Super Play	☐	☐	☐
N-Force	☐	☐	☐
Sega Pro	☐	☐	☐
Control	☐	☐	☐

35. How did you first find out about Nintendo Magazine System?

From a friend ☐
In a newsagent ☐
From a magazine advertisement ☐
From a leaflet in a Nintendo hardware or software purchase ☐
At an exhibition ☐
From a TV show ☐
Somewhere else, namely____________________

36. If you could change one thing about Nintendo Magazine System to make it better what would it be?____________________

____

____

37. Any other comments about NMS?

____

____

____

____

That's it! Thanks for your time and your views. We take account of every single questionnaire we get back, and with your help we can make NMS even better! Now that you've filled everything out, check that you've included your name and address, pull out these four pages and wang the whole thing off to: Nintendo Magazine System, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Then sit back and wait to see whether you've won!

IF YOU WANT TO BE INCLUDED IN THE PRIZE COMPETITION, MAKE SURE YOU FILL IN THE COUPON BELOW:

Name:
____

Address:
____
____
____
____
____

PRINCE of PERSIA

by Jordan Mechner

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Jordan Mechner. All rights reserved.
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Programmed by Arsys Software, Inc.
©1992 KONAMI
LICENSED BY NINTENDO

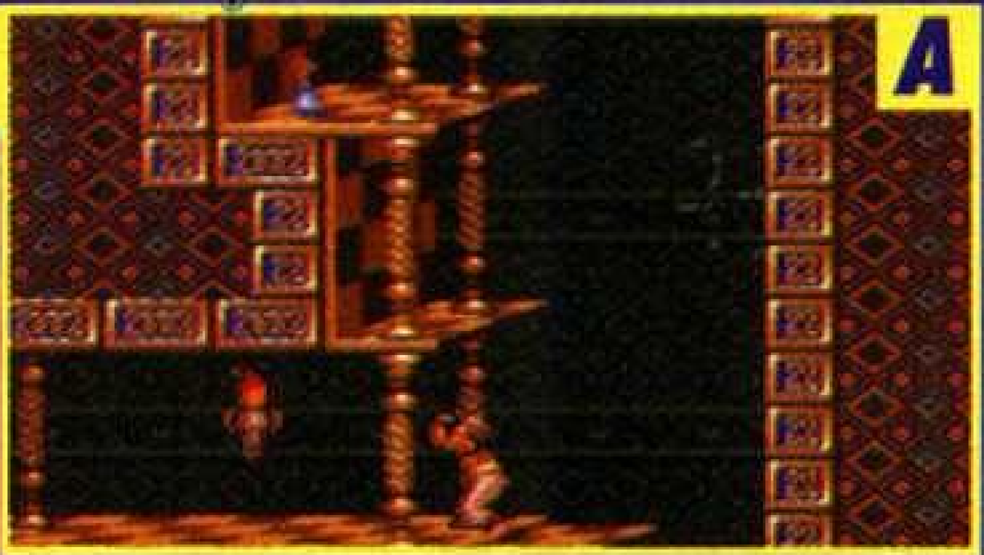
In a large hourglass, in the central chamber of Jaffar's Palace, the grains are running inexorably lower. Get your skates on! There's no excuse now that the last levels of the palace are laid bare in this, the final instalment of the Prince of Persia Guide. Up the Liberation Front!

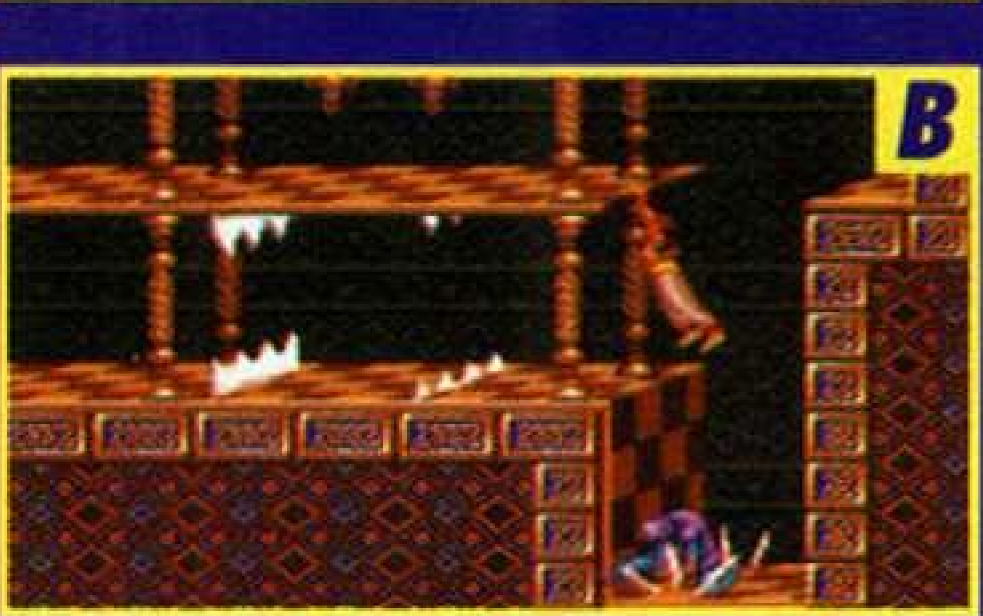
LEVEL 14

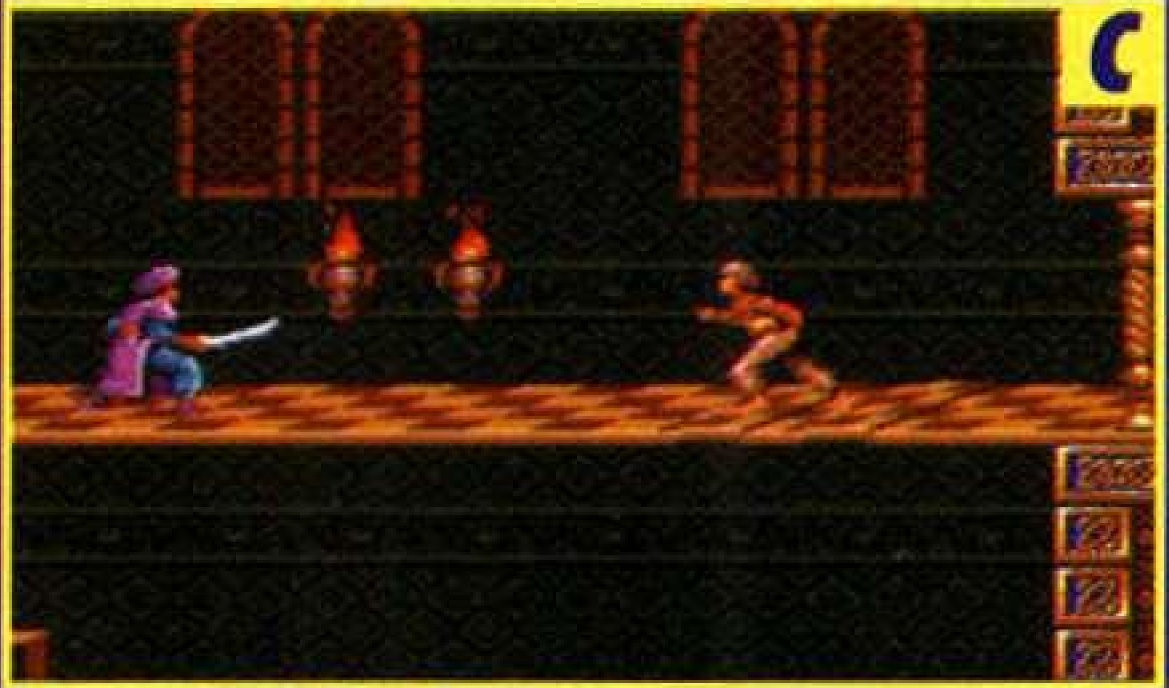
1. This complex level requires going left. Pop the guard into the slicer, then take a standing jump to get through the gate. Climb up go right twice, then climb the chasm (A). At the top, about face and run across the top level to the right. Push the guard over, then climb down to the spikes (B), walking right through the wall to a secret room.

2. Go back to the gate tile at the top right of the screen and quickly run left, take a standing jump from the edge, pull yourself up, take a step and another jump to slip under the gate. Now, before you go up, travel down and left to drop the overhanging tile (you can hang on as it falls). This tile opens the door on the left-hand side of the screen, useful when you come round that way.

3. Go up, and left, where you encounter a screen with a bridge and a guard (C). The first three tiles are traps, so run halfway across and perform a swapover. Bye bye guard! Now left, allowing yourself to fall off the conveyor, which leads to another potion. Escape through the false wall on the left (D).



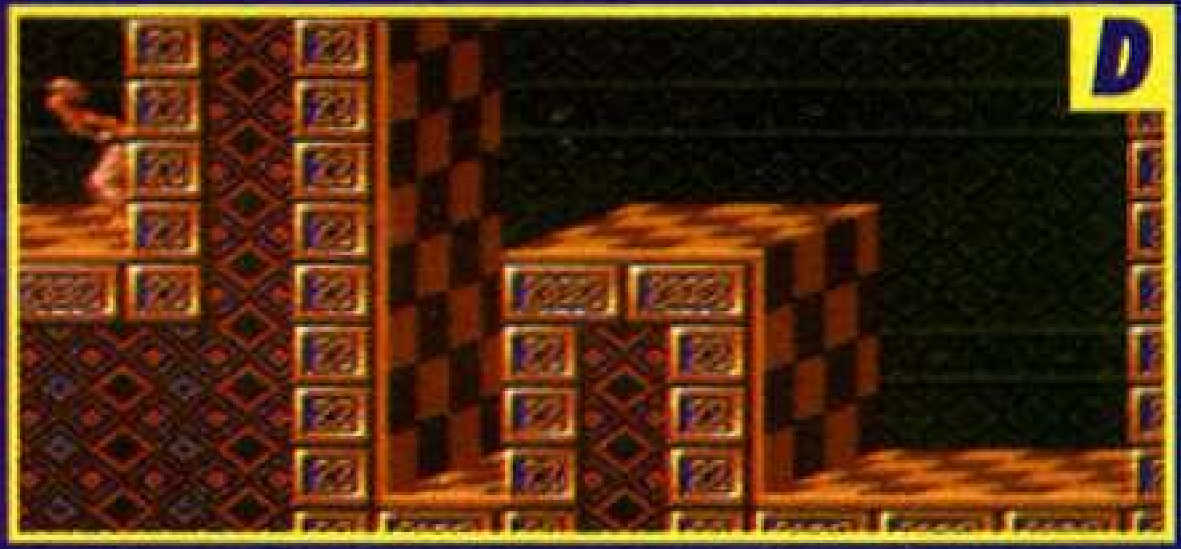


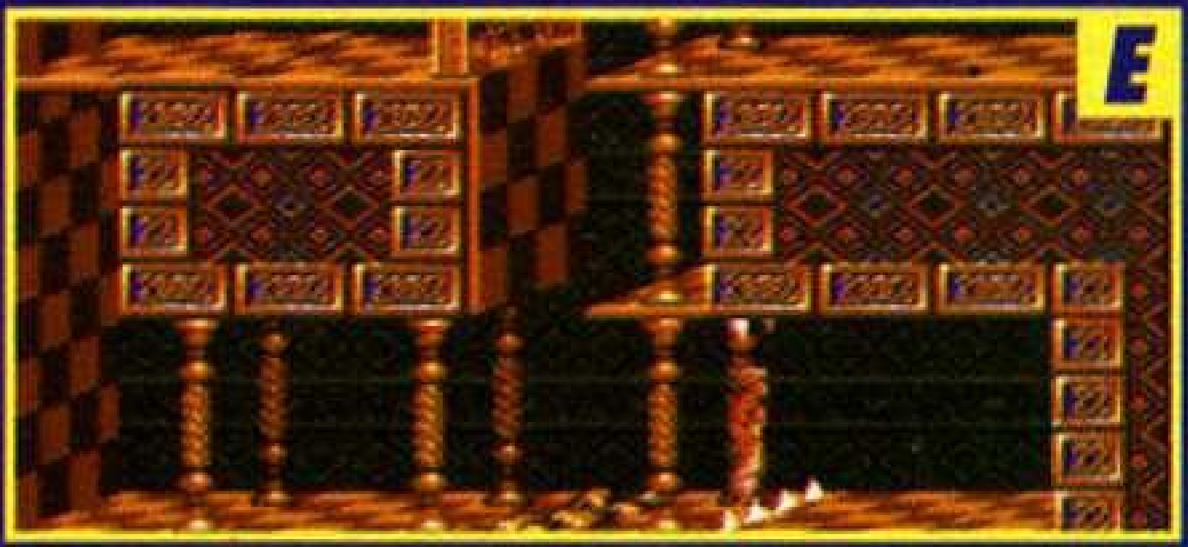


4. Go left, up and round to arrive back at the conveyor belt screen. You have to take a running jump to make the gap without falling off the belt. Now right and down, ignoring the potion, then left into a devilish screen (E), which requires the following pattern:

1. Standing jump to reach tile.
2. Climb up and jump through gate.
3. Step on plate and fall.
4. Right and climb up, quickly exit screen right.
5. Keep going right to find the end of level gate.

PASSWORD:
4W683+7

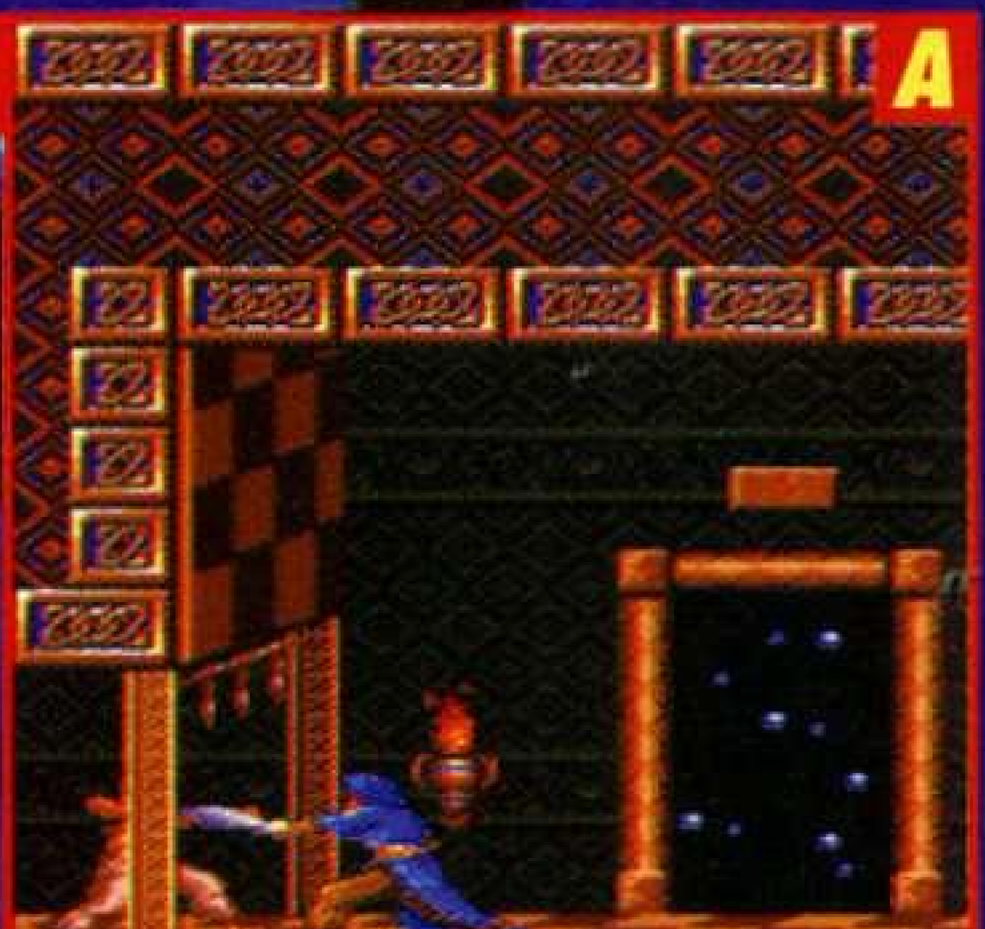


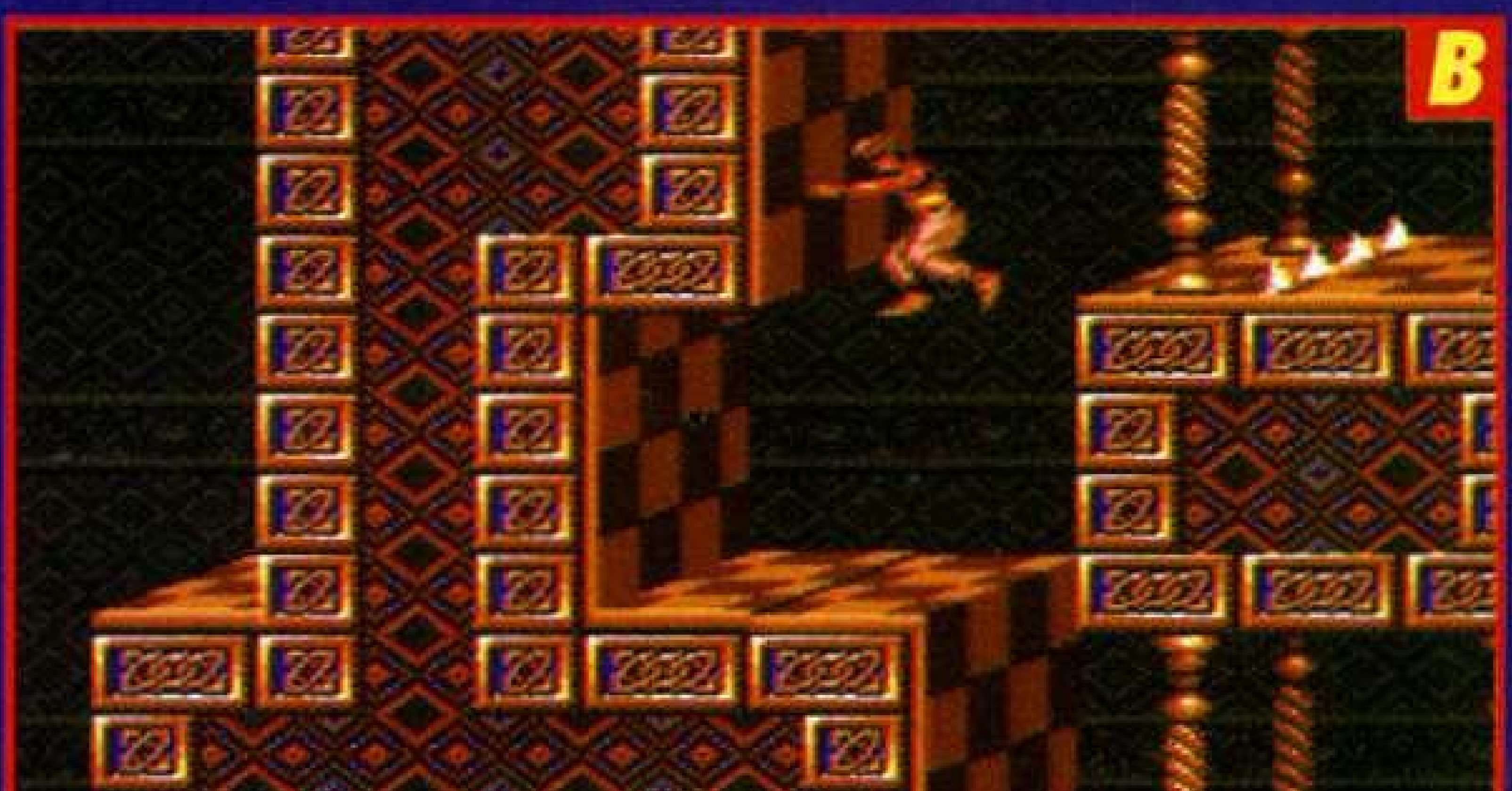


LEVEL 15

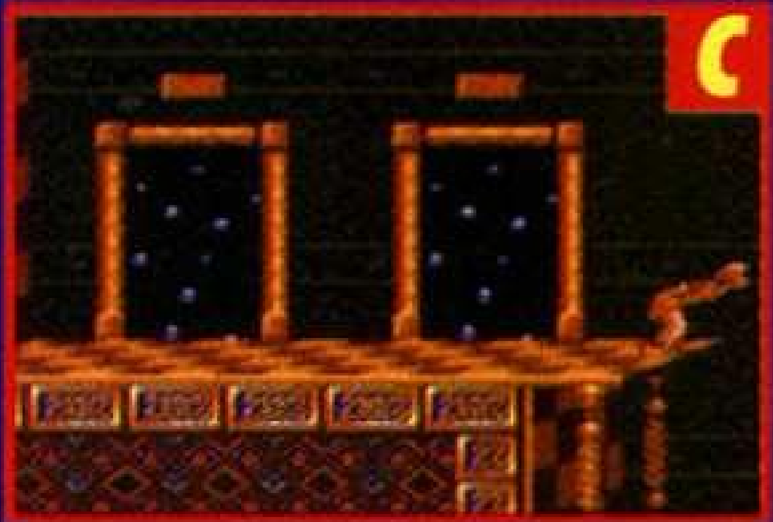
5. Left, up and right first. Stand on the edge of the gate open tile and jump to skip the close pad. Drop down and right, and enter teleport 1 (A). It's important to go right and kill the red guard before going through teleport 2.

6. Now go left and drop the tile at (B). Head down and right, to end up at teleport 1 again. From the dead guard, go up, finding yourself at two teleports. In the right-hand one there's a secret room with a point potion. Get that, then stand on the rightmost point of the teleport ledge (C). Jump right to land on a well-secreted door tile. Now go through the second teleport, and locate the key pad within the teleport marked 'O'.





PASSWORD:
7H9PTHZ

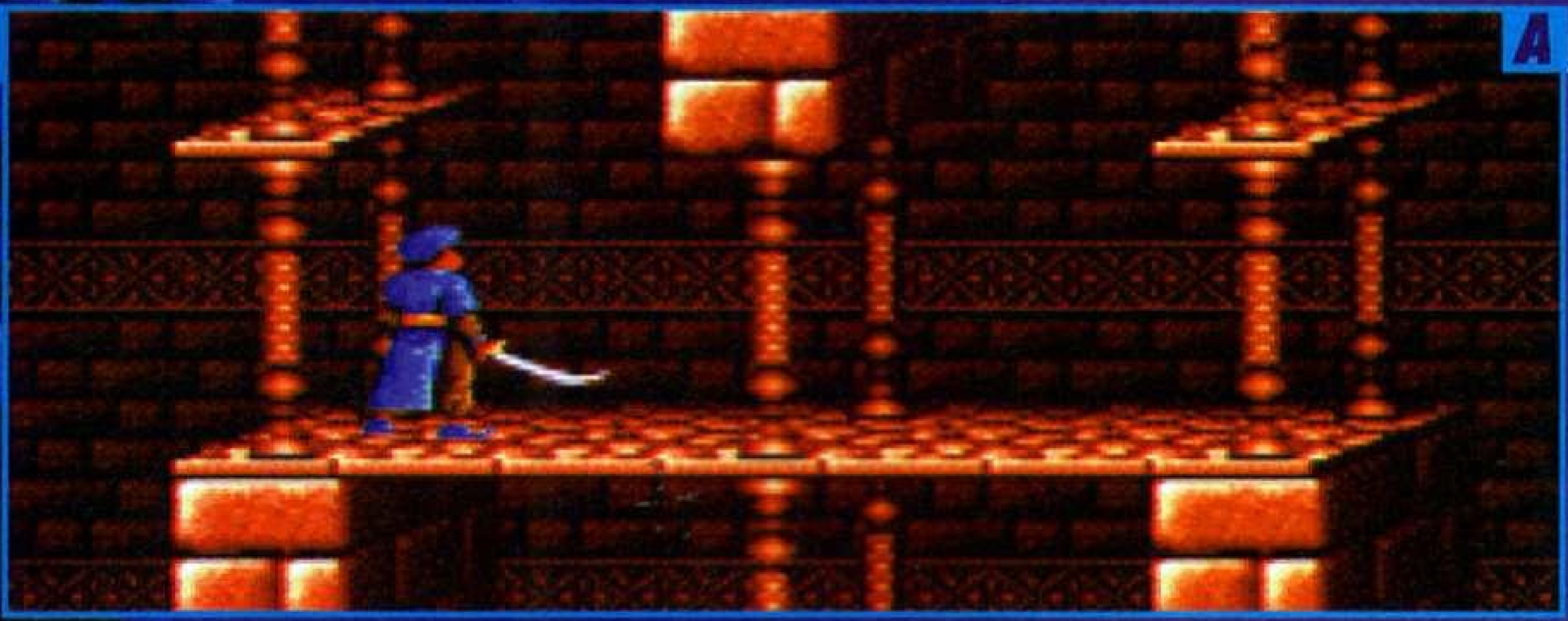


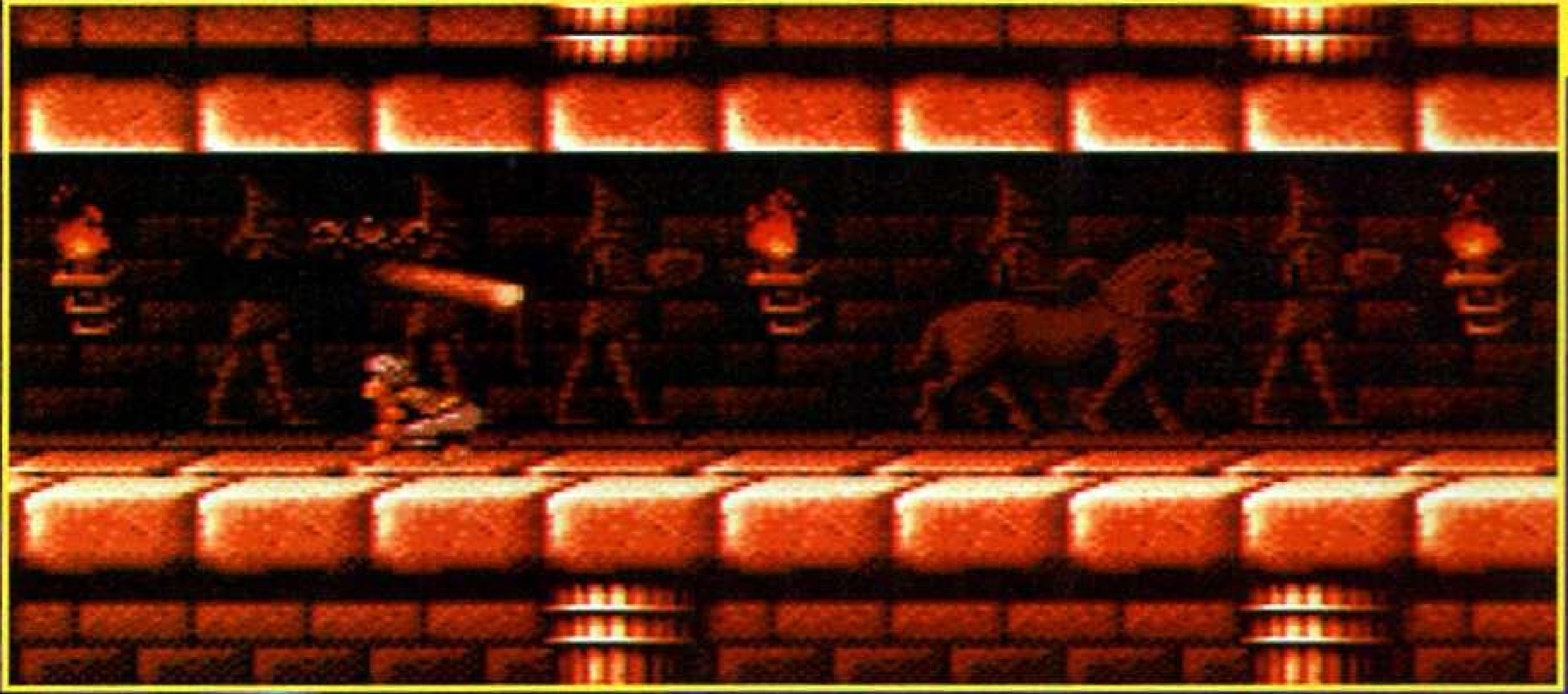
7. After touching the pad, head down past the dead guard, to a newly opened gate. The only thing to hinder you is Jaffar's magic. Just head back from the chasm until you meet your shadow. Don't fight it; sheathe your sword and run into him. You may now cross the gap.

LEVEL 16

8. This level isn't difficult, just drawn out and arduous - it's pretty much just making your way through screen after screen, knocking out whoever gets in your way - you know the score. The lesson is, be patient and careful, kids.

PASSWORD:
ZXKPDQL





LEVEL 17

9. A simple, speedy level with only two notable features. To get past the rotating logs, hold down on the joypad and tap it leftwards at the same time. The second problem is the boss, but just keep edging to the right to avoid his advance and the falling skulls.

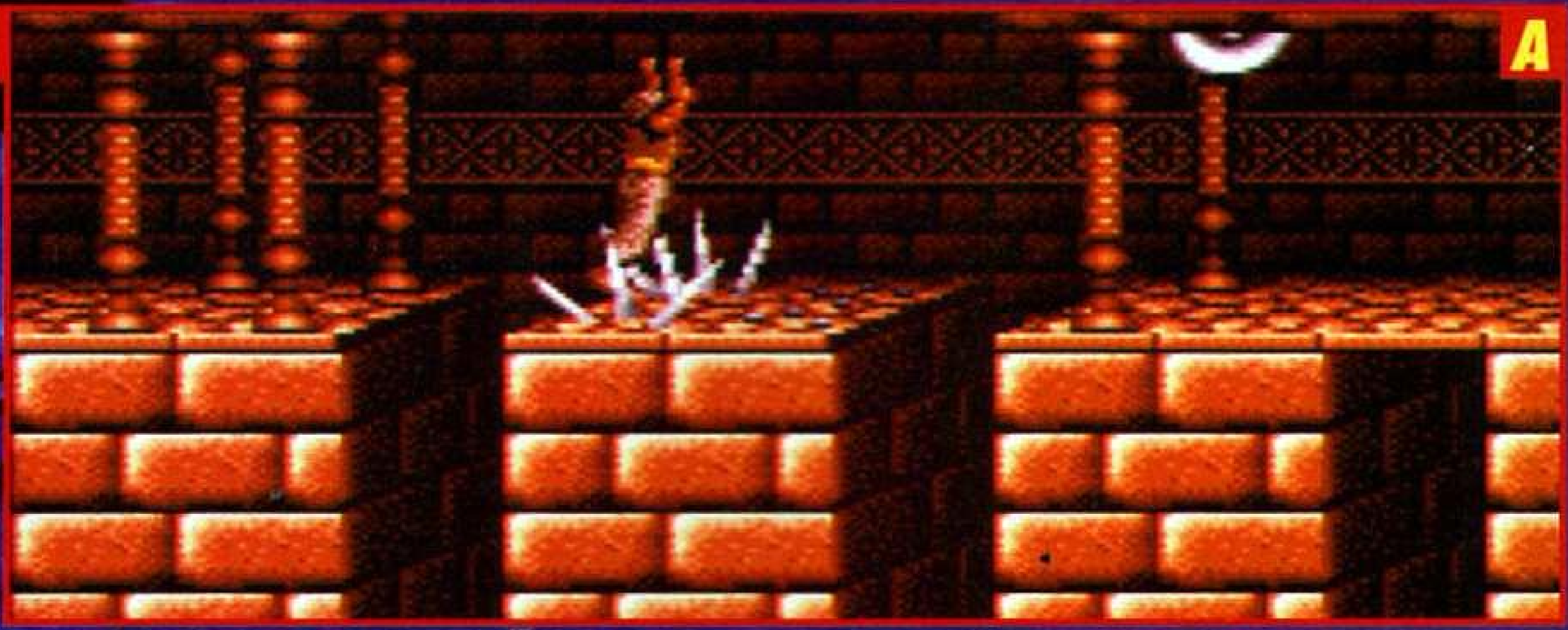
PASSWORD:
GJJ5SRP

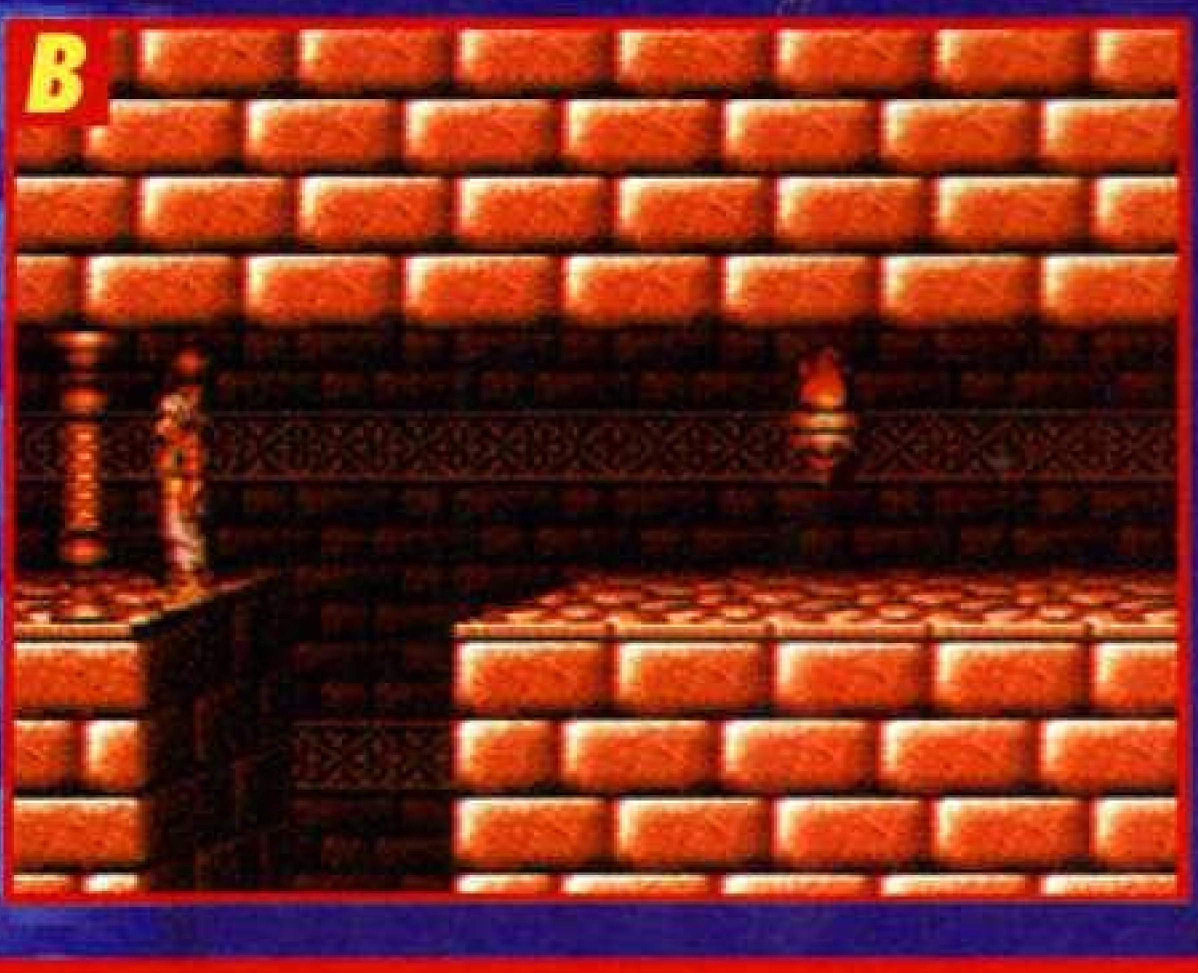
LEVEL 18

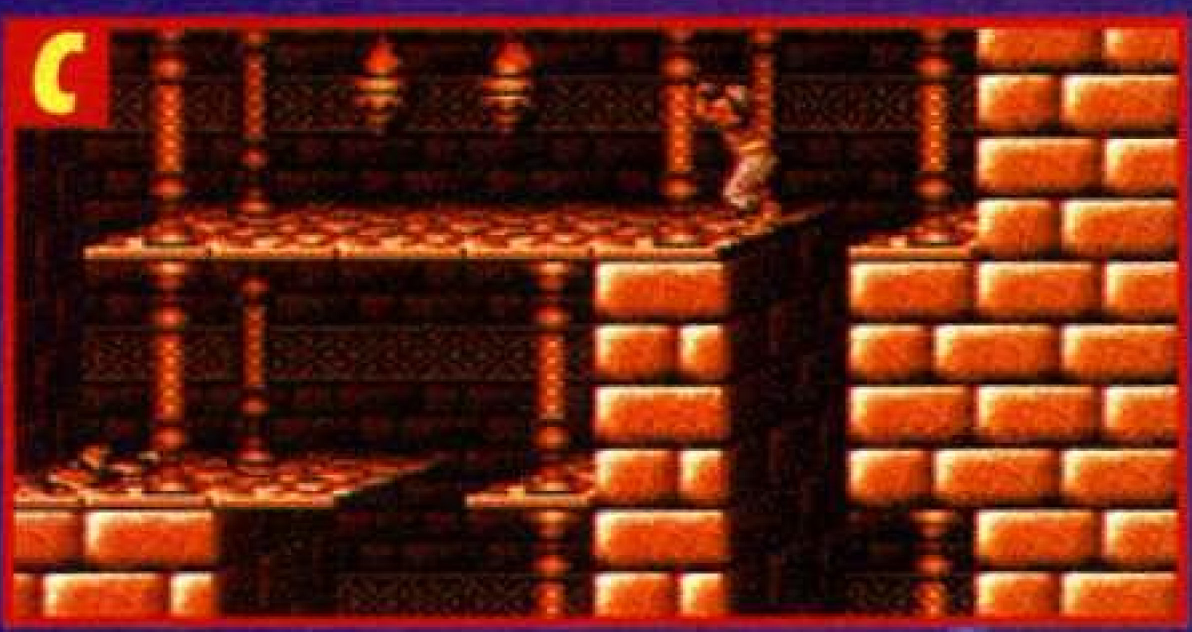
10.. A very tricky level. The first problem is (A). Run along the top level, to drop plates on the star traps. Then, drop down and seal the gate pad with the loose tile. Go back to the top level, and do a standing jump from one step in, to reach the central pillar. From there, make a small upward jump, and another standing jump and hold B. Step under the slicer.

11.. Go up and left. Now follow a devilish sequence (B). To cross run left, releasing the B button for a split-second only between each running jump. Be sure to fall past the loose tile before grabbing the ledge at the open gate.

12. Go left, up and right - jumping over the spark and doing a running jump. Climb the long shaft (C) to find a key pad. Let yourself drop down the shaft, holding B to break your fall into sections. After a guard challenge, go right and up to exit.







PASSWORD:
8Q5N99Y

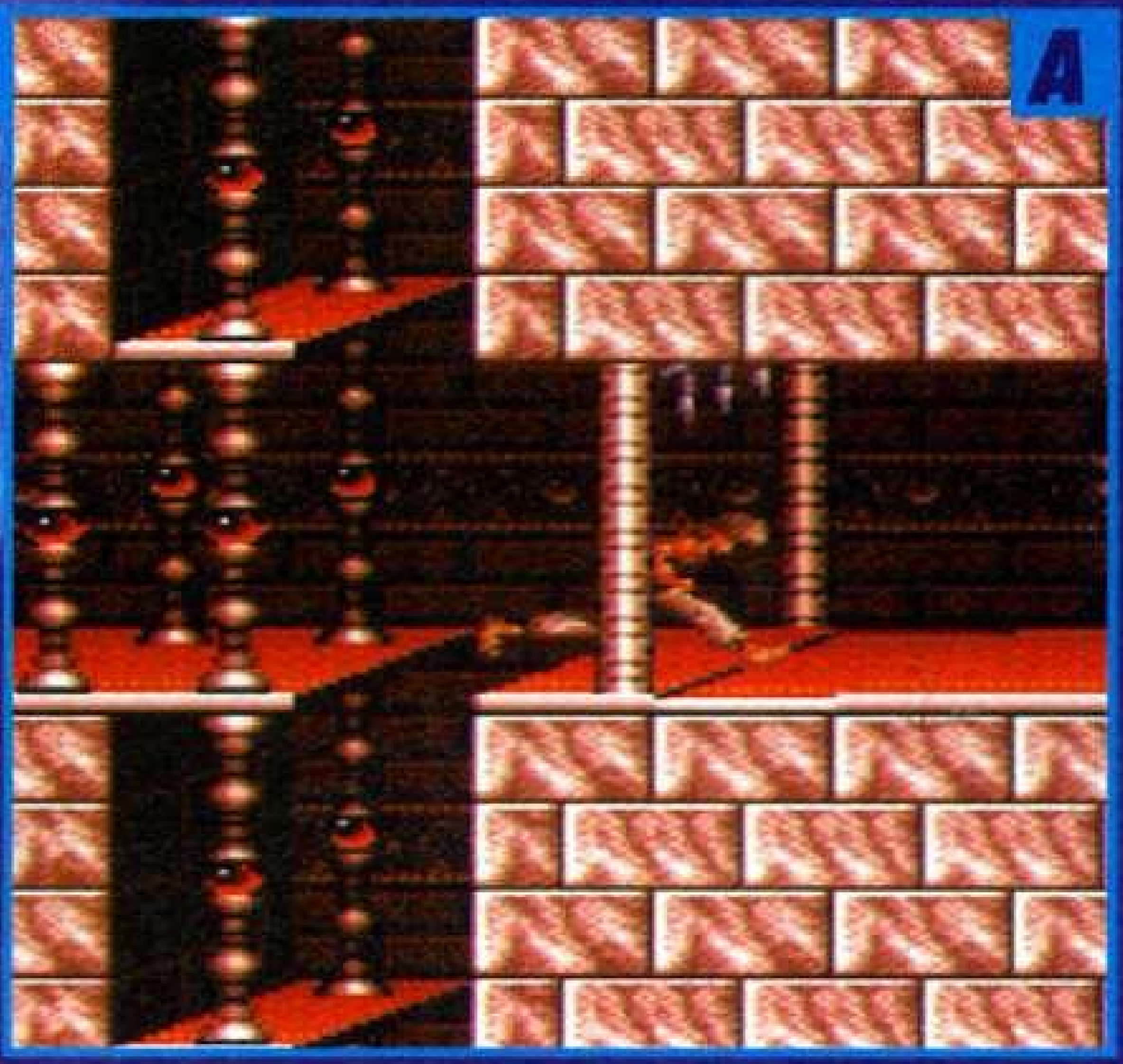
LEVEL 19

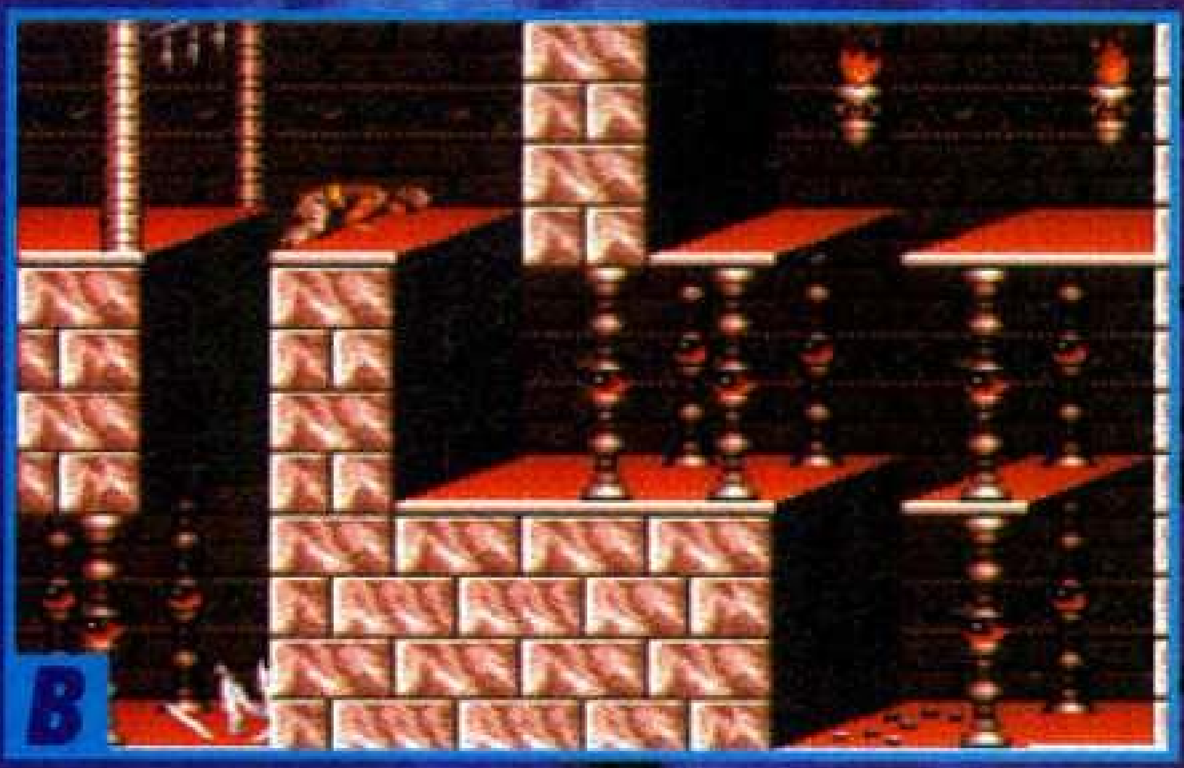
13. Go left (watch those spikes) then down the passage formed by the falling tile. Drop the tile in the room to the left. Go back up until you see an open gate to the right (A).

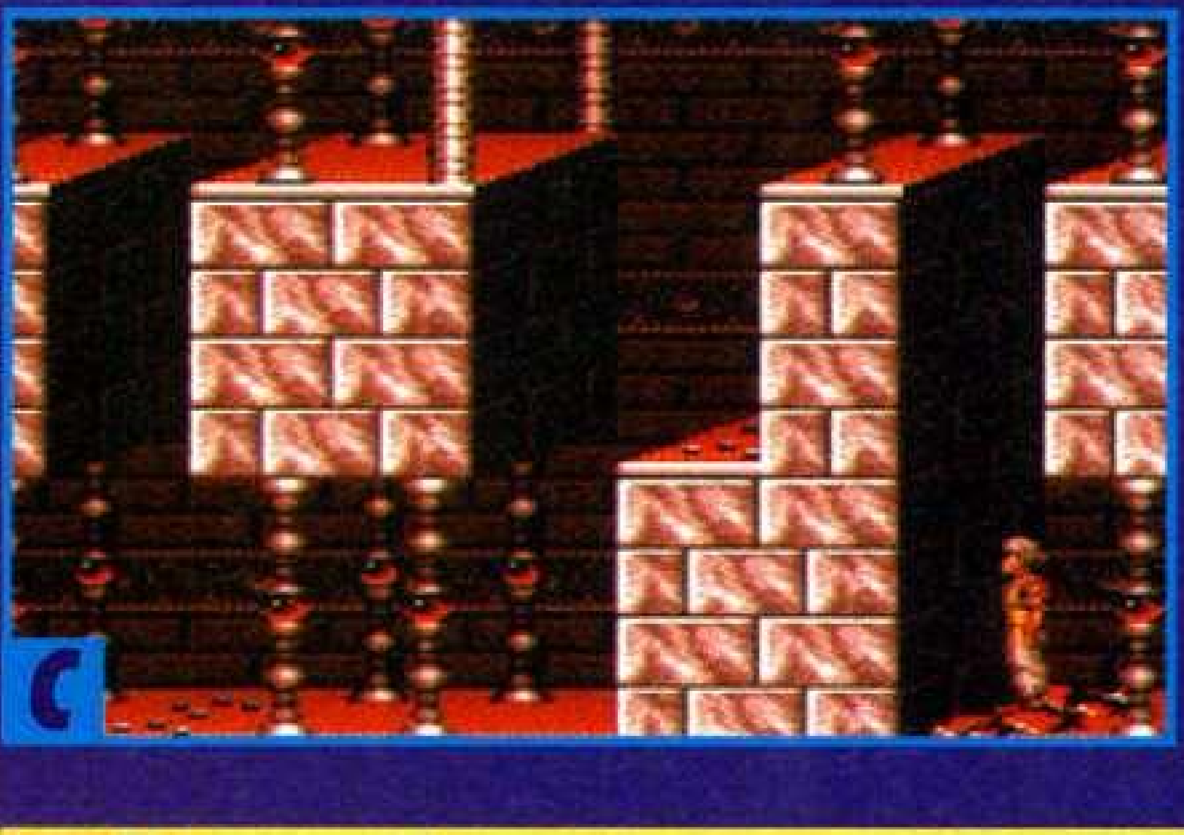
14. Jump the gap and go up. There's a gate pad on the bottom right area of the area. The gate is in the room next door (B). There's another pad there, sealed with a fallen tile.

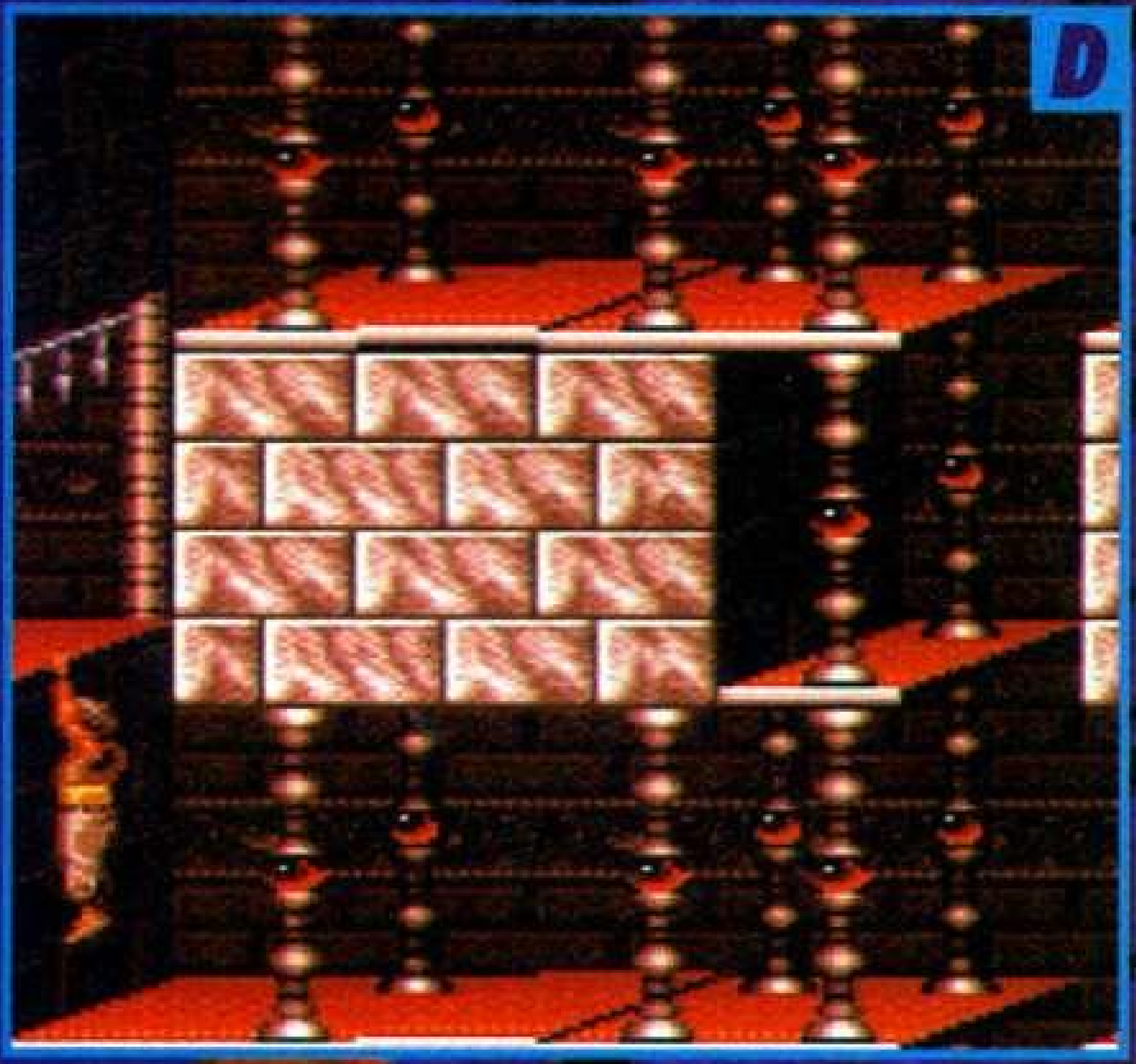
15. This has opened a gate on the left-hand side of the level. Find it and go through to drop further tiles (C). Drop down, but hold B to catch the ledge above the spikes. Go up again, and left through gate (D). The level end is just a couple of dropped tiles away. Get ready to fight an onslaught of guards before meeting Jaffar. Box each foe into a corner and slaughter to order.

PASSWORD:
Q61GCLS









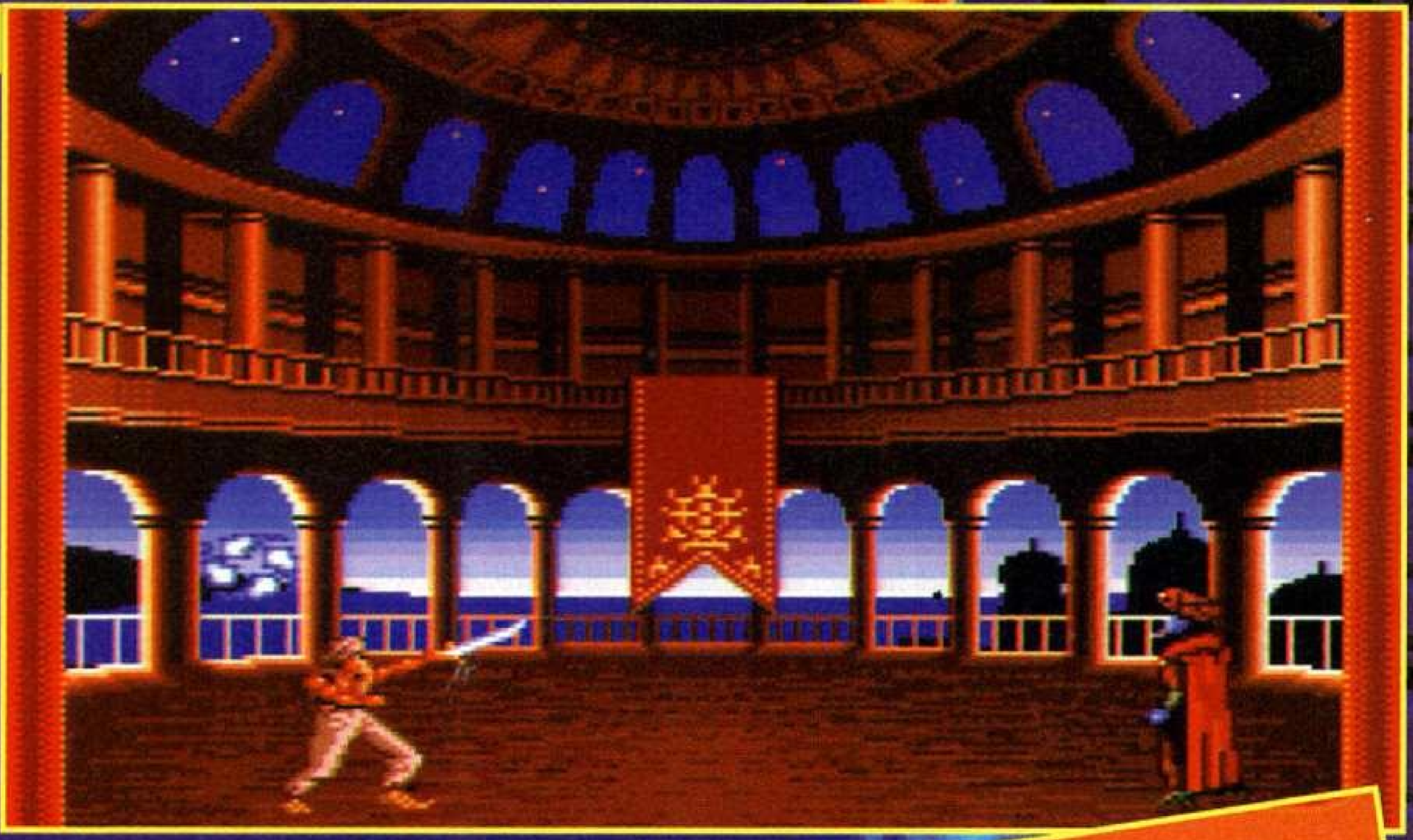
LEVEL 20

16. Jaffar forces you through a short series of corridors before facing him personally, as you rush towards the princess' chamber. He whisks you to his astrological lab and attacks you with magic. The first attack is easily deflected with a parry, but if it hits you, one of three things may happen.

1. You lose one energy point.
2. You levitate then crash down, losing two points.
3. You levitate and Jaffar destroys you with a firebolt.

The lesson clearly is to not rush at Jaffar when he's about to fire. The second stage of his defence is with a plain old sword. Use the same parry tactics as with other tough foes. Your way to the Princess now knows no impediment.

PASSWORD:
HH11VCP



TIPS AND TACTICS

Flippington hecklesley, the tips bag is getting bigger and bigger! We receive hundreds of Street Fighter II, Action Replay codes every morning but tell us something we don't know, eh! David Ross is the only man hard enough to trash Tuff E Nuff, and sends us his guide just to prove it! So, to all those who are still obsessed with changing the colour of Ryu's pyjama's each month: GIVE IT A BREAK, WILL YOU! As for Game Boy owners, what happened to you lot this month?! What about some Bionic Commando, Alien III and Kid Dracula pointers - or does nobody play their Game Boys anymore? Whatever you know, write it down and get it to us. Everything of use gets printed, right and there's now £150 worth of stuff in the offing! So send your tips to OOOARGH! OOOOAARRGH! OOOOOAAARGH! MY (FINGER)TIPS ARE ALL CHAFED!, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON. EC1R 3AU.

Nintendo ENTERTAINMENT SYSTEM

BUBBLE BOBBLE

Got Bubble Bobble? Like playing it? Want to read a tip for it? Well, hey, here's a level select cheat. Type EECJJ on the password screen and press START. The bubble now goes back to '1 P START'. Move the cursor to the one or two-player continue and the words 'Round B2' appear on the right. Now use the A and B buttons for moving between levels. By the way, Mr and Mrs M J Turner, did you know that young Bob is using your well expensive headed notepaper to write to us? Tsk! Tsk!

MEGAMAN III

Tom Johnson has seriously done our heads in with his Megaman III method! With this the player chooses the last character beaten, with what weapon and with how many energy refill tanks Megaman has in his possession. Over to you Tom:

Rule One: Dots represent the number of tanks.

Rule Two: Before the super robot codes are entered, input the robot codes. Proto Man only joins when both of these codes are present.

Rule Three: Pairs of robot codes go in before single robot codes.

Energy Tanks: 0 = C5 Red; 1 = E6 Red; 2 = E4 Red; 3 = B4 Red; 4 = A5 Red; 5 = C1 Red; 6 = D2 Red; 7 = C3 Red; 8 = F2 Red; 9 = A6 Red.

Robot Pairs: Gemini + Hard = B5 blue; Top + Snake: A3 Blue; Shadow + Spark = F4 Blue; Magnet + Needle = D3 Blue

Single Robots: Gemini = B5 Red; Hard = C4 Red; Top = A3 Red; Snake = F6 Red; Shadow = D6 Red; Spark = F4 Red; Magnet = F5 Red; Needle = D3 Red.

Super Robot Pairs: Gemini + Needle = B2 Blue; Shadow + Spark = A1 Blue.

Super Robot Pairs: Gemini = B6 Red; Needle = B2 Red; Shadow = A4 Red; Spark = A1 Red; Proto = E1 Red. There you have it. Tom Johnson's 'tip' for Megaman III on the NES. It makes sense, honest it does...

SUPER NINTENDO ENTERTAINMENT SYSTEM

SUPER NES ACTION REPLAY OVERLOAD!

STREET FIGHTER II

Yes, this old chestnut again. Robin Scott has discovered a 'slightly flawed' method for playing as the boss characters on SFII with the Action Replay cart. First of all the code 7E00 0C0(X) changes the background by inserting a number in place of the X.

Boss Codes: (1)7E0C C101. (2)7E0E D10X. The first code allows player one the control over the player two character. The second designates a character to player two. By entering a number in place of the X this gives control over the bosses! 8 = M Bison. 9 = Sagat. A = Balrog. B = Vega. Enter 'Game Start' with the switch activated and select a character that you wish to overlay the boss character onto. Upon pressing START the boss that you wish to play as appears in player two's position. Although the sprite looks messy it is functional enough. Best results are gained from overlaying M Bison onto Ryu and Balrog/Vega onto Blanka. Sagat is a bit of a lost cause. The real bad news is that the game crashes after losing a round. It is also a bad idea to try Blanka's thunderstorm or Chun Li's lightning kick. Robin admits that there's room for much improvement, but it's a start at least!

PS: We know of a boss cheat that employs a Game Genie in conjunction with an Action Replay cartridge. Besides being similarly problem ridden to the one sent in by Robin, it puts your Super NES under a lot of strain. Therefore we ain't gonna print it because we'll only get hundreds of phone calls telling us that your machines have blown up. Aren't we kind.

SUPER MARIO WORLD

We always thought that it might be fun to take Yoshi into the castles with Mario in this game. Well now we can! A couple of Lemons from Middlesex supplied this Action Replay code for just that purpose: 7E0D C2C2. Brilliant, or what!

SUPER STAR WARS

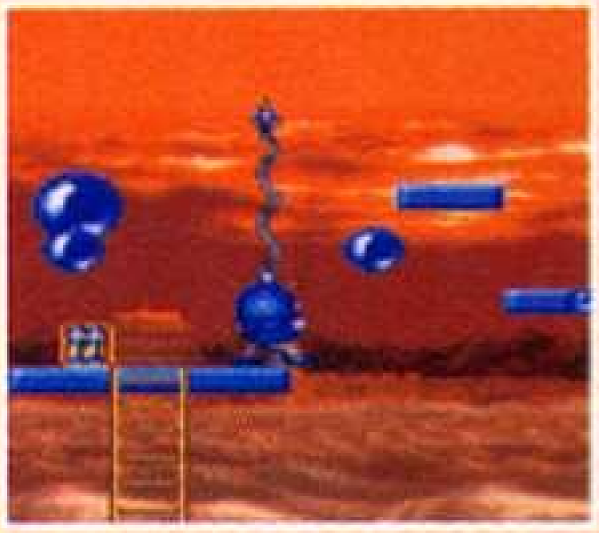
7E0A7920 = Infinite Life
7E096F86 = Infinite Time.

Supplied by Captain Anonymous.

THE LOST VIKINGS

'Swee' P Burns (esq) was none to happy when he chanced upon this level skip cheat for Super NES' The Lost Vikings. All that is necessary is to press the X, Y, A and B buttons simultaneously. The cheat works right through to the end of the game, which sort of spoils things a bit. At least it did for 'P' Burns. So only use it if you're feeling a bit sad.

SUPER PANG



Panic Mode's where it's at with this game but Tour Mode is the only route to a stage select. By highlighting the words 'Tour Mode' and pressing L, R, R, L UP and DOWN the stage number appears between the Tour Mode and Panic Mode writing. Cycle through the numbers with the D-pad. Once again Tom Johnson is the chap to whom your unending thanks are due.

SUPER MARIO KART

The last time we ran all the Mario Kart short cuts we didn't print this one. Thanks to Ravi Nischal you know about it too. Of course we knew about it all along but weren't telling! On Choco Island II use of the feather to jump over the barrier after crossing the finishing line puts your character one lap ahead!

SUPER STAR WARS

John McCluskey has discovered this about Super Star Wars on the Super NES. In level five - the land of the Sand People - where there are sets of rock platforms, instead of walking over the second set walk left and off the edge of the cliff. Now push left, into the wall. This lands Luke onto a platform. Have him walk left and rocks fall onto his head. Don't panic, just have Luke fire above him and he gains loads of extra lives! Now walk him off the cliff. He dies, of course, but he can repeat this process over and over until he has up to ninety-eight lives!

TUFF E NUFF

MINI-GUIDE

At last! A darn decent players' guide to this well hard beat 'em up from Jaleco, and the only game on the Super NES so far which comes anywhere close to the class of Streetfighter II. Before you read this, remember that David Ross compiled it and so deserves all the credit.

SYOH/ZAZI: Their most effective move is their Flash Upper-cut. Only use the weaker punch button when executing it, though, as it does the same damage as a fierce one but is better for defence - enemies find it harder to throw them. Street Fighter II's Ryu and Ken tactics work quite well with their Tuff E Nuff counterparts. For example a fireball is effectively followed up by the Flash Upper-cut when an opponent tries to evade by jumping instead of blocking. When an opponent jumps toward Syoh or Zazi a Dragon Blade works just as well.

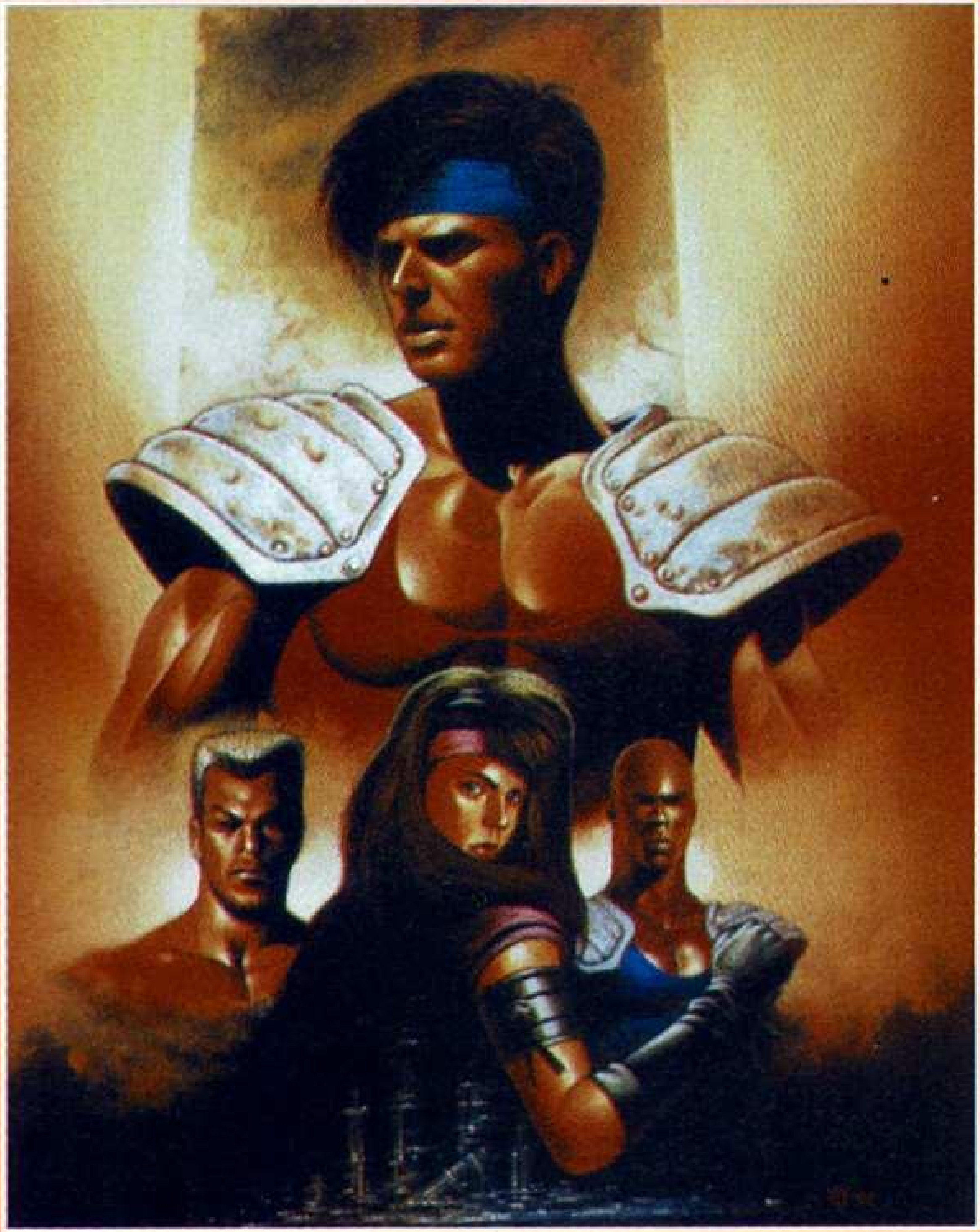
Syoh and Zazi are equally as useful in the air. Always attempt a Deadly Dive (A Button) or Hand-Push (X button) when launching an aerial attack. Vortz is a real sucker for the Hand-Push especially! There are only three moves that successfully counter the Hand-Push: Vortz' Climb-Axe, Kotono's Spiral Kick and either Syoh or Zazi's Flash Upper-cut.

KOTONO: Kotono is the weakest of human controlled characters, but her speedy combos are the most damaging. Her special moves are of the kind that require charging up - her Kunei Shot for example - and so clever combos provide time for them to power up. Her most devastating combination attack is this: flying kick, weak jab and Kunai shot to finish. Only employ Kotono's Spiral Intercept when contact with the opposition is a certainty and even then make it a small one only. The Dash Slash is a waste of time against other human players as it is inevitably blocked and returned with a throw. David Ross claims to be the only person alive who can 'get anywhere' with Kotono. We wish him luck.

VORTZ: Vortz relies heavily on throws. His best bet is usually to block his opponent's attacks and then try for a pile-driver. Better still, Vortz may attempt a shoulder barge and, likewise, follow this up with a throw. His Climb-Axe is powerful but too slow against the likes of the later bosses.

(There then follows reams of the vaguest tactics you ever saw and so we've cut this part out - sorry David.)

General Tips: The computer controlled characters are hopeless when cornered, especially if the player uses throwing moves for all they're worth! Syoh and Zazi are the most likely to succeed - forget Vortz and Kotono until you know the game better. A configuration screen is available by pressing SELECT on the tower screen. In a vs game it is possible to alter the attack level here (ie the stage at which your character's attack strength is developed). Moves such as Vortz' spinning pile-driver are only activated at attack level four. Complete the game on HARD for the full ending.



TIP BITS

Tim Dolton: Your Super Soccer tactics may well work but the explanation could do with being a bit clearer. Send them in again when you've learned to speak better English! No, really we get loads of stuff like this in and can't make head or tail of most of it. If it doesn't make sense to us, and we're all pretty open minded, then it won't make sense to anyone else. So there.

NHS
NEXT MONTH

Stuck on the penal colony of Fiorina? Besieged by alien xenomorphic hordes? Can't do anything with your hair? Well you'll just have to hold on 'til next month when we present for your edification the definitive guide to Super NES Alien 3. Also, we'll be concluding both our Starwing and Prince of Persia guides. Just make sure you keep paying your insurance.

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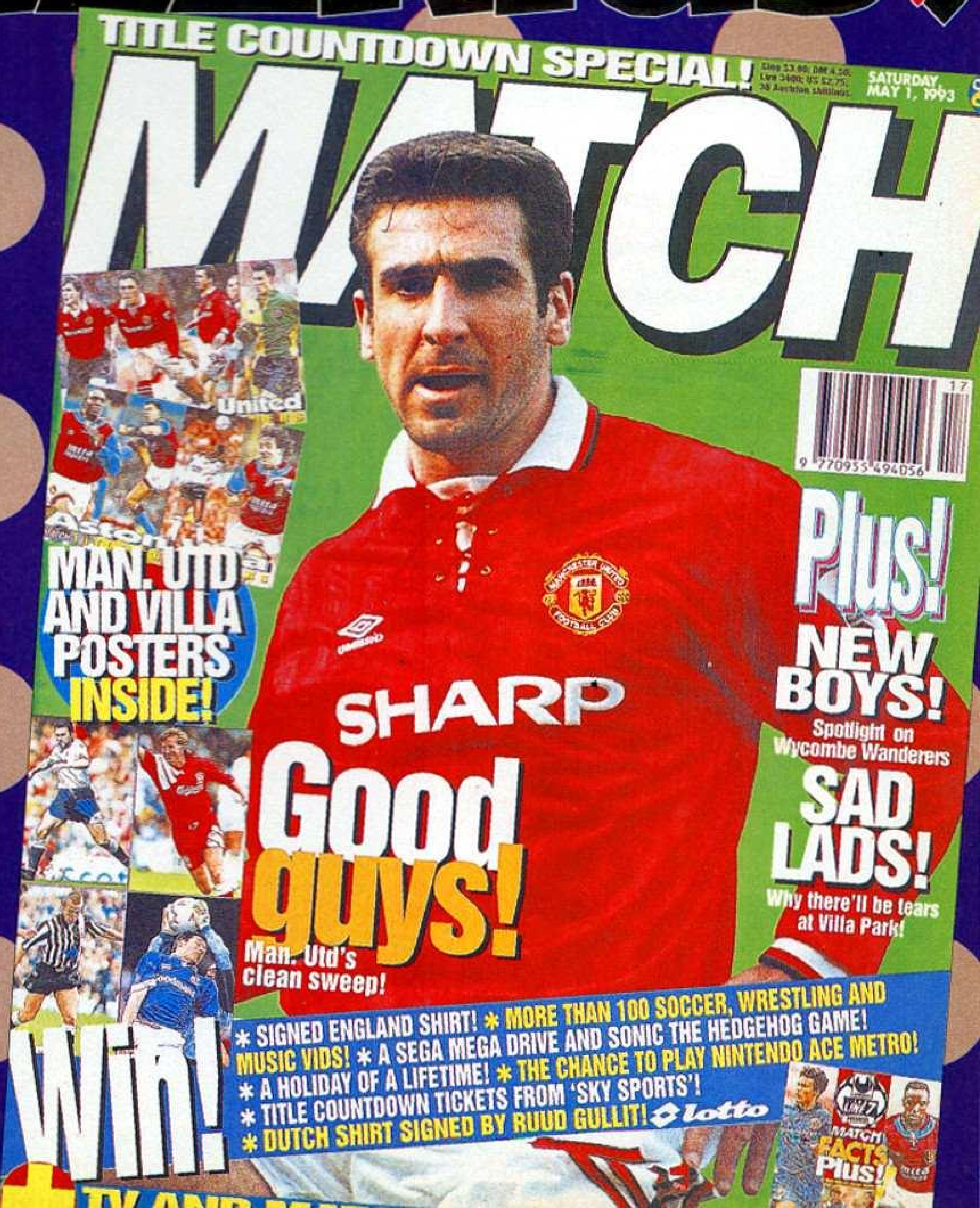
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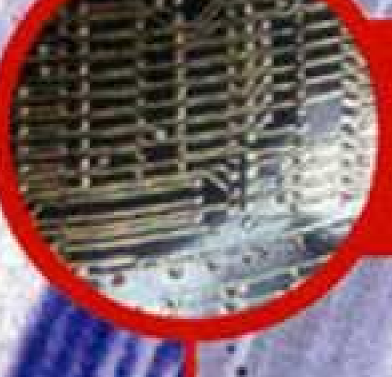
REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BUBSY
IN
CLAWS ENCOUNTERS
OF THE FURRED KIND
©1992
ACCOLADE, INC.

CART SPEC

- **BY:** ACCOLADE
- **PRICE:** TBA
- **RELEASE:** AUGUST
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 16 MEG



GAME INFO

- **PLAYERS:**
1
- **CONTROL:**
Joypad
- **GAME DIFFICULTY:**
Tough
- **CONTINUES:**
Collectable
- **RESPONSIVENESS:**
Good
- **1ST DAY SCORE:**
11,350
- **GAME ORIGIN:**
Bubsy is Accolade's response to Mario and other similar video-game super stars.

CONTROLS

- **HOW TO PLAY:**
Push left and right on the D-pad and Bubsy walks and runs in those directions. Push UP and Bubsy looks up; DOWN and he looks down.

A NO FUNCTION

B MAKES BUBSY JUMP

X NO FUNCTION

Y MAKES BUBSY RUN

L/R L: SCROLL LEFT
R: SCROLL RIGHT

S START: STARTS/PAUSES GAME
SELECT: CONFIGURE GAME

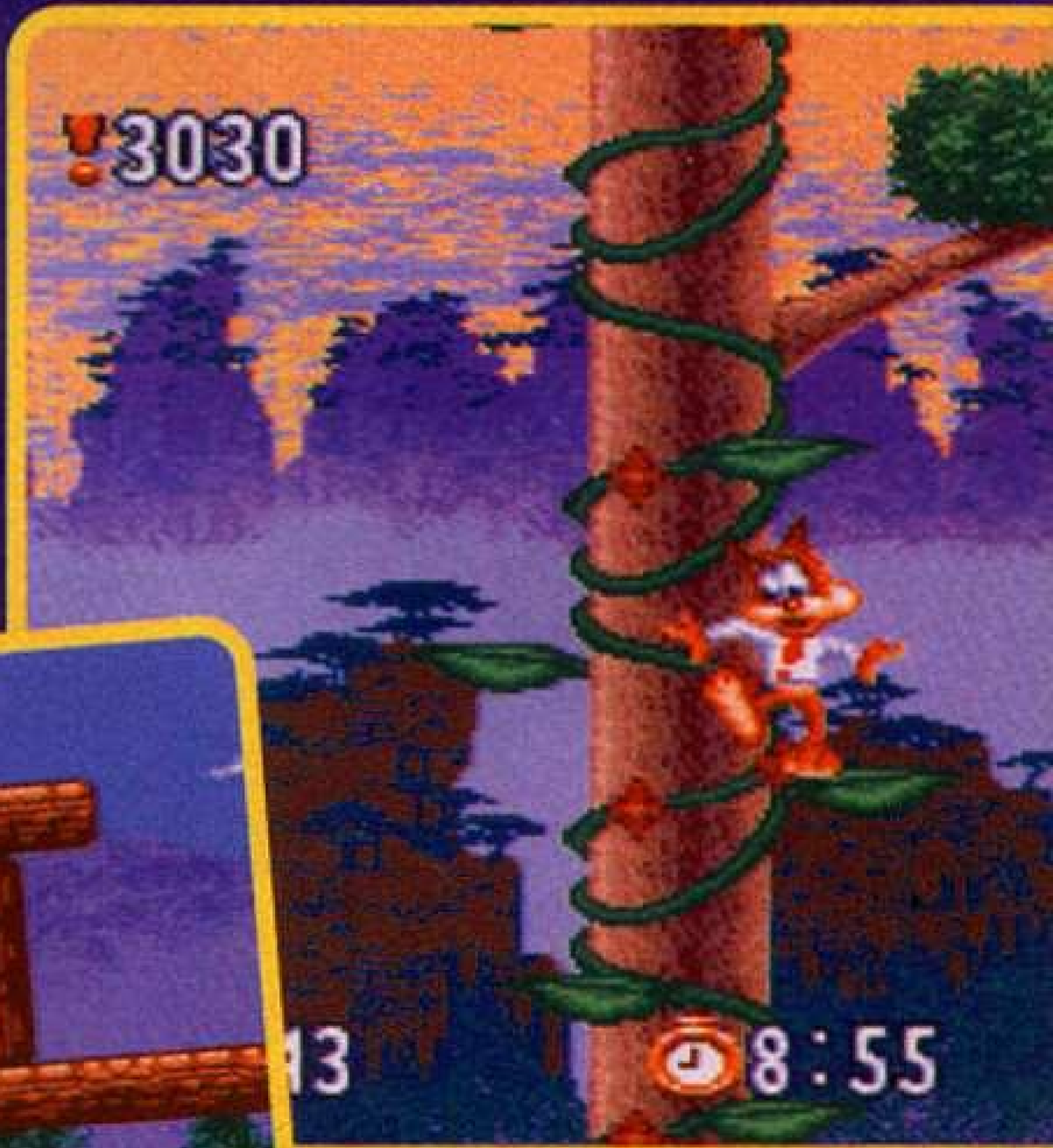
BU

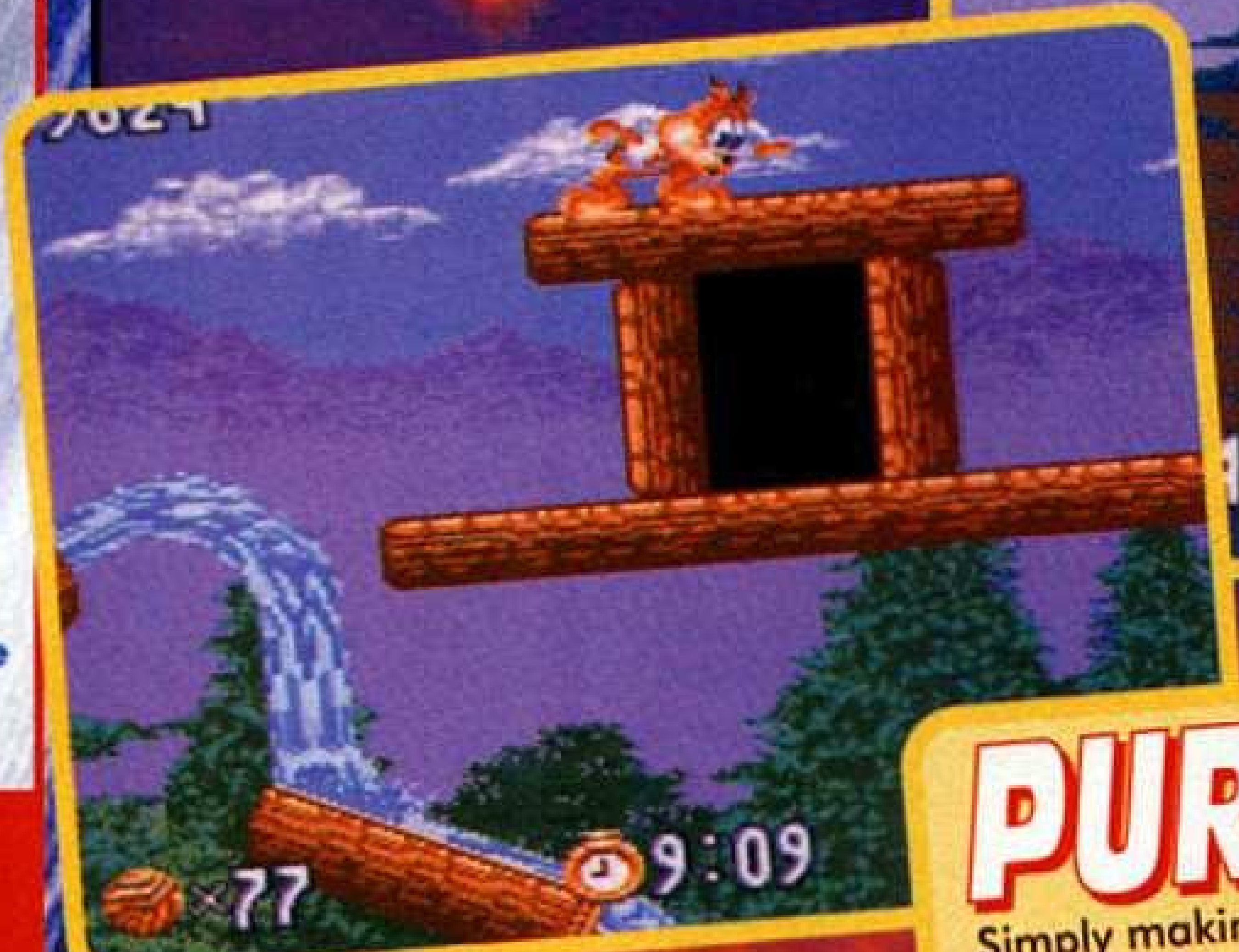
Forget Street Fighter II Turbo edition! Forget Starwing! Forget just about all the hottest video-games around! The finest game in our humble planet is this: take a strand of wool, find the nearest cat and then wave the wool in front of its face. The hapless domestic feline is guaranteed to go completely mad! It's an excellent game and, what's more, it costs next to nothing!

Now, there are certain cats that don't appreciate this kind of gag. The most obvious examples of which being lions and tigers. Bubsy - a Bobcat - is another. When a horde of wool dangling aliens beam down to earth, balls of wool in tow, for the odd cat teasing session, Bubsy reacts very strongly indeed. He dons a T-shirt - because aliens hate T-shirts - with an exclamation mark emblazoned on it - as aliens really detest exclamation marks! - and determines that the whole planet be rid of the scum before the week is out. By collecting all the reels of wool that the aliens have left lying about Bubsy is able to put a stop to their cat-teasing exploits for good. Mind you, there are some tricky platforms for the negotiating - even for a wildcat - so Bubsy's task isn't as easy as it may first appear.

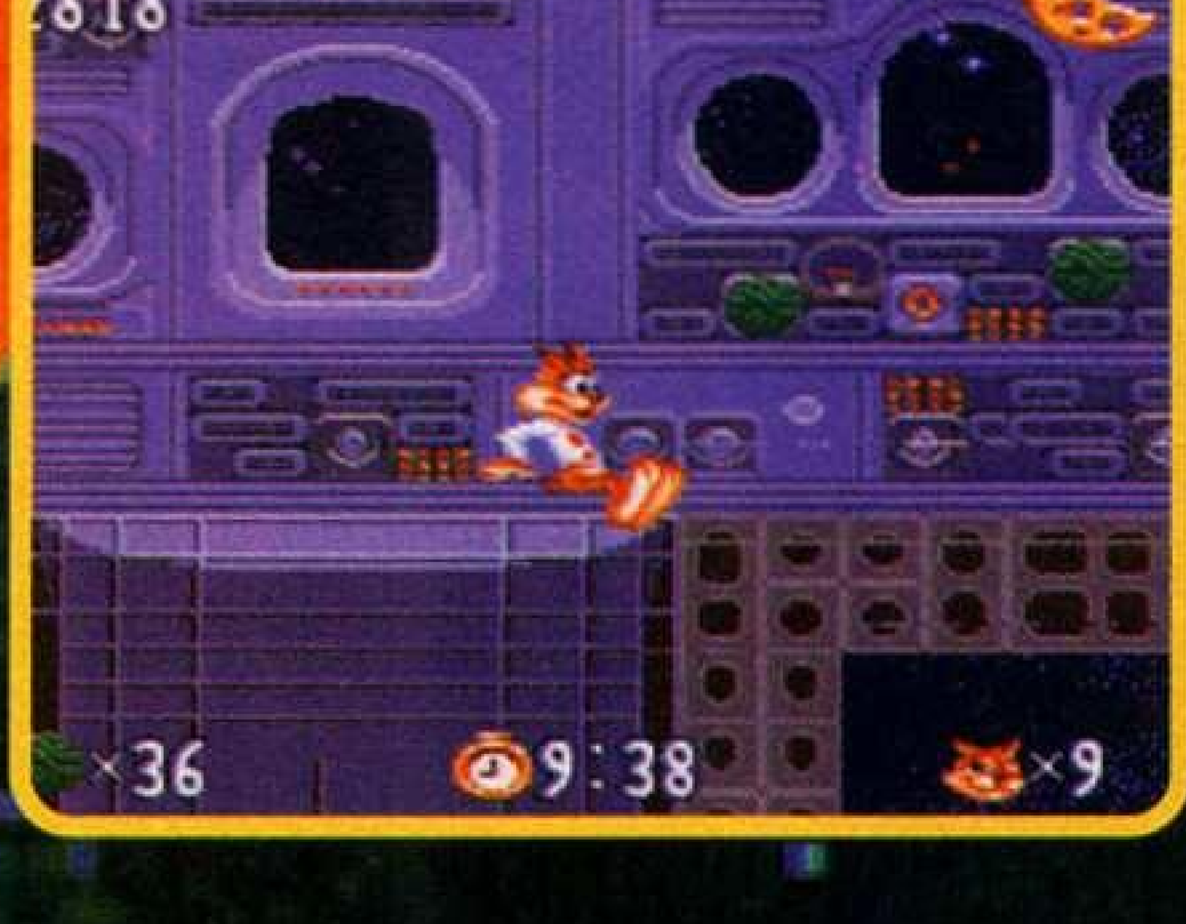
Accolade have a hot new character on their hands with this one, so hot that we've used asbestos gloves to bring you this review where we discover if Bubsy is worth the hype or not...

▼ High atop a tree, Bubsy notices he has trodden in something unsavoury.





▲ Having been raised by the Movellan tree people since he was abandoned as a Kitten, Bubsy was horrified to return home one day to find his adoptive parents had upped and left, changing the locks as they went.

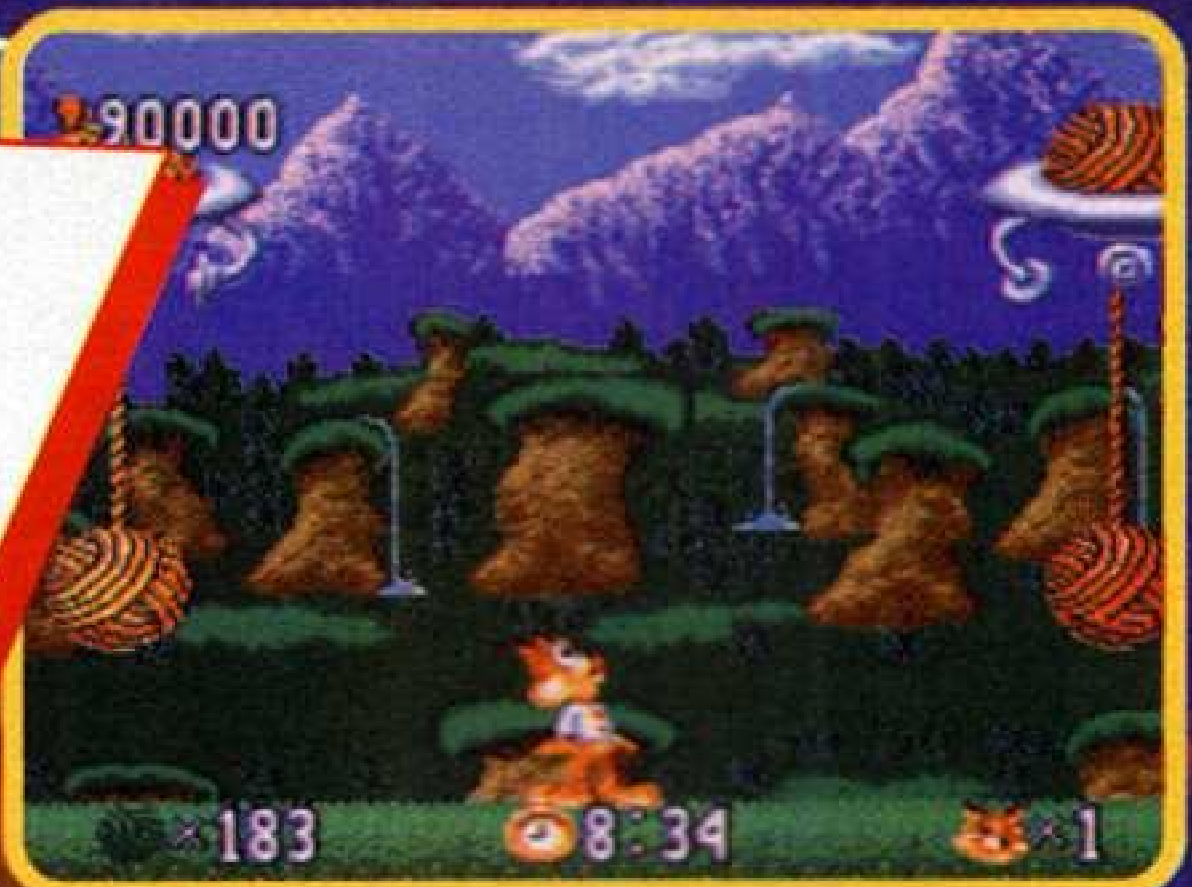


PURR-FECTO!

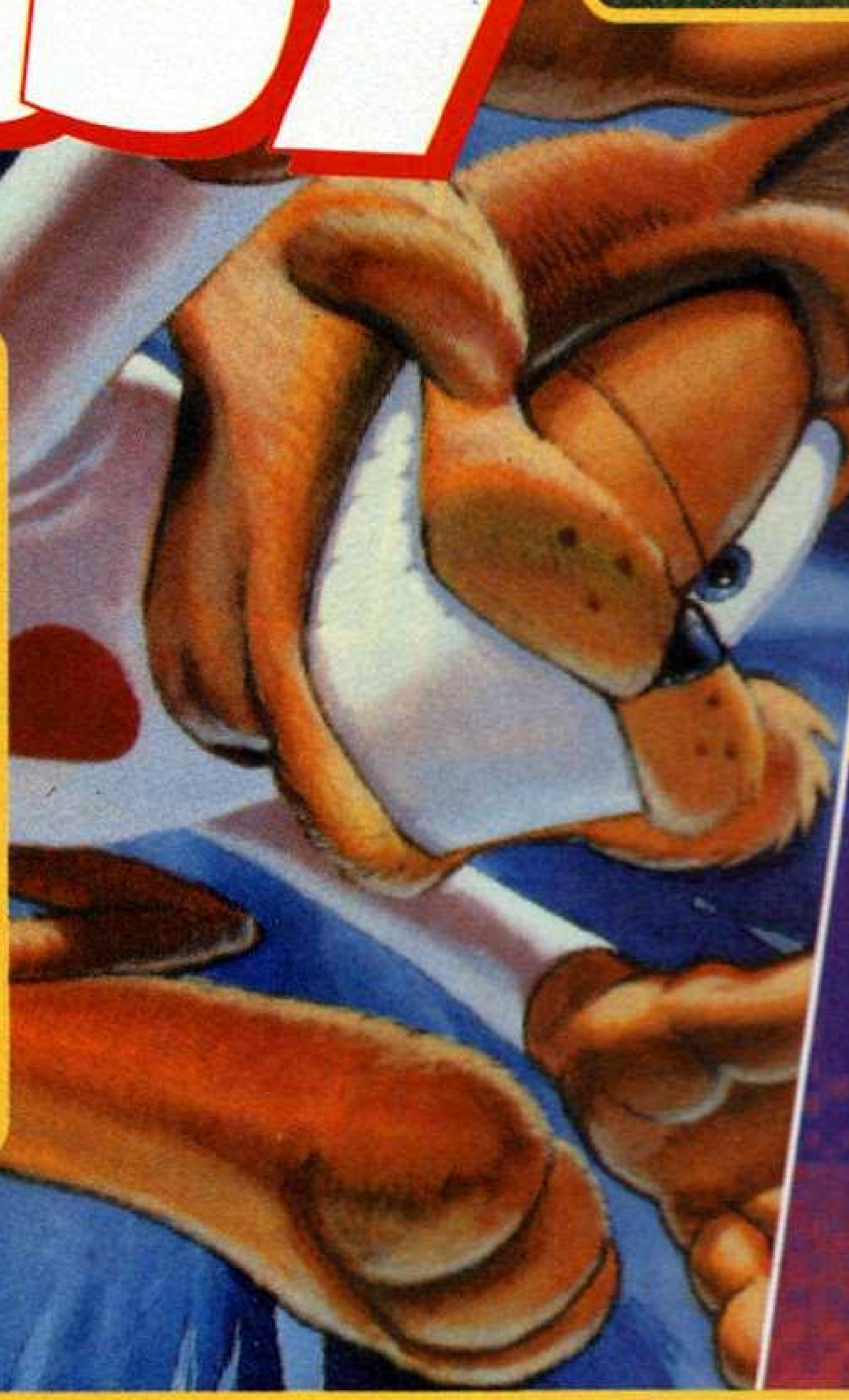
Simply making the journey from the beginning of a stage to its end almost bores Bubsy into losing one of his nine lives! This is why his game allows players to discover short-cuts and hidden rooms for his benefit. Completing a stage in the quickest time possible rewards Bubsy with a massive time-bonus, whereas secret rooms contain more instant gratification. The quickest route is seldom the safest but then there's always the excuse that exploration is more fun.

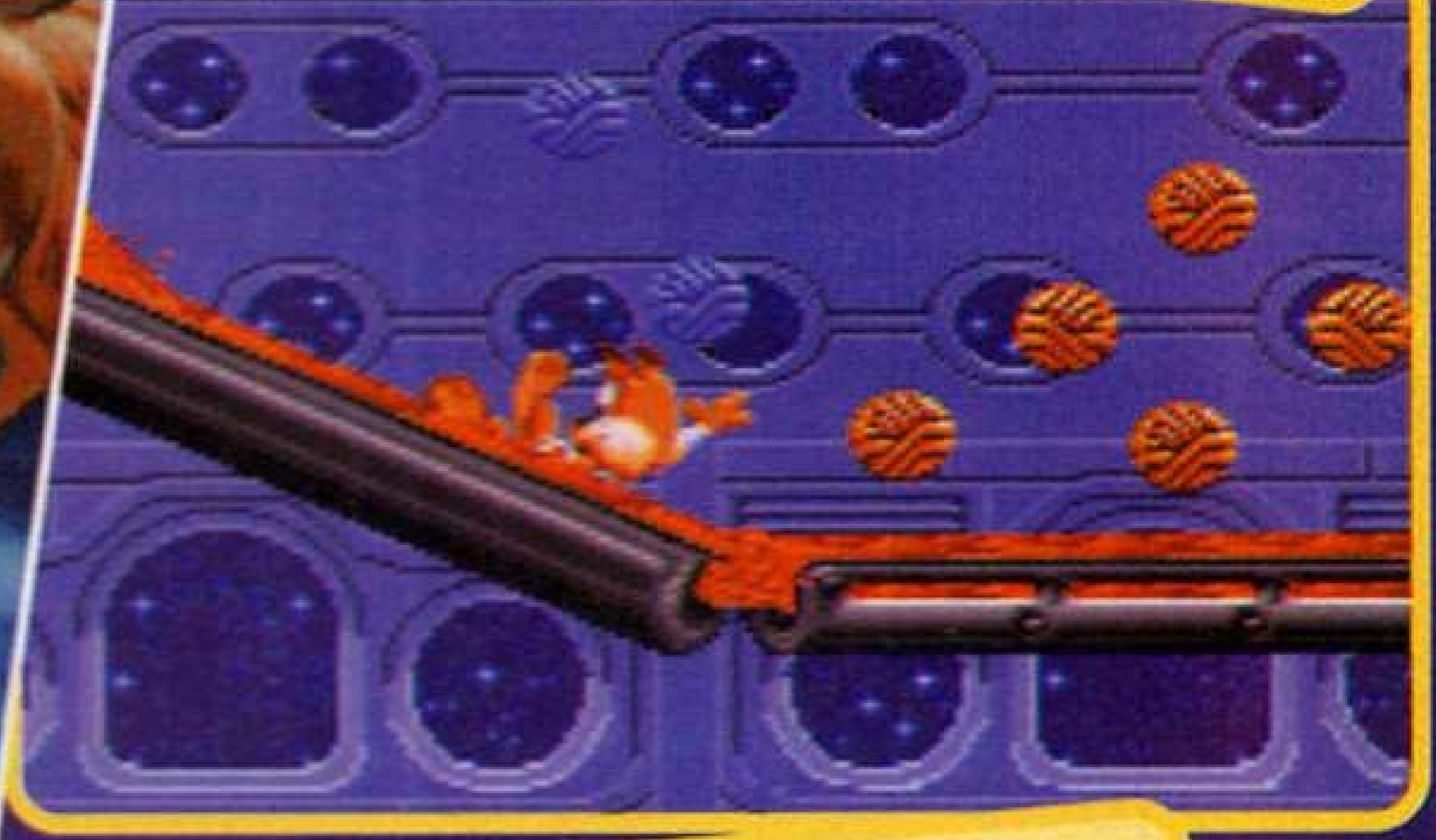
103916
200
12
9:42

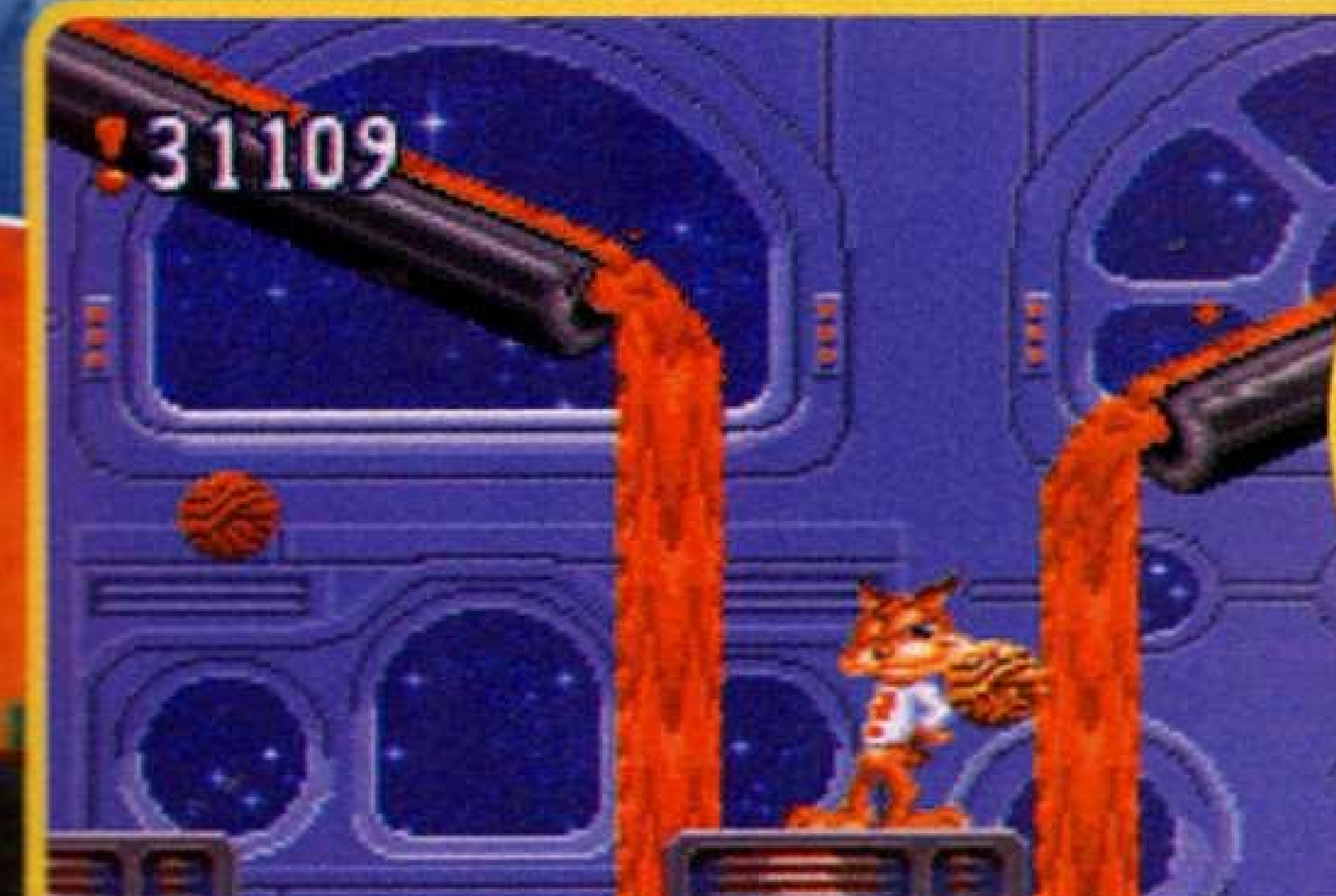
BSY



Bubsy emulates his porcine hero, Augustas Glop. Or something.







GETTING SHIRTY

When contemplating the best thing a bobcat can do for its image, Bubsy decided upon wearing a white T-shirt. In fact 'Just 17' often says that this is just about the best fashion accessory known to mankind and Bobcats needn't feel excluded! Bubsy boasts quite an impressive washing line in white T-shirt accessories too:

A black one: Obviously not a white T-shirt at all this one. However it does make Bubsy invisible to his enemy.

Flashing: Aliens are hopelessly embarrassed by prospective flashers and offer no danger to Bubsy when he's wearing this.

Numbered: Bubsy begins the game with nine lives but collecting numbered T-shirts rewards him with more. A T-shirt with a number one on it provides an extra one life whereas sniffing out a T-shirt with a number two on it endows him with two. Get it?

14867
225
8:25
6

Good morning, this is the Big Breakfast, and we're asking: 'Where are you Bubsy?'

9564
×75
9:59
×7

Both creatures and humans alike came from miles and miles around to witness Bubsy's incredible 'Bazooka Turds.'

SWING A CAT

The music in Bubsy's game may not be to everyone's taste but the way that the music responds to the on-screen action is undeniably impressive. Should Bubsy enter a cavern or similar secret location the style of music alters accordingly, improvising upon the basic theme that runs throughout the stage. Sliding along slippery surfaces and other such unusual points in the gameplay is also met by a dramatic change in the music. Consequently making use of the 'music off' option is a bit of a daft idea really!

9180
×120
8:48
×10

Hello, I'm the supposed to be the new rival t Mario and Sonic, I'm afraid. Sorry.

CAT FLAP

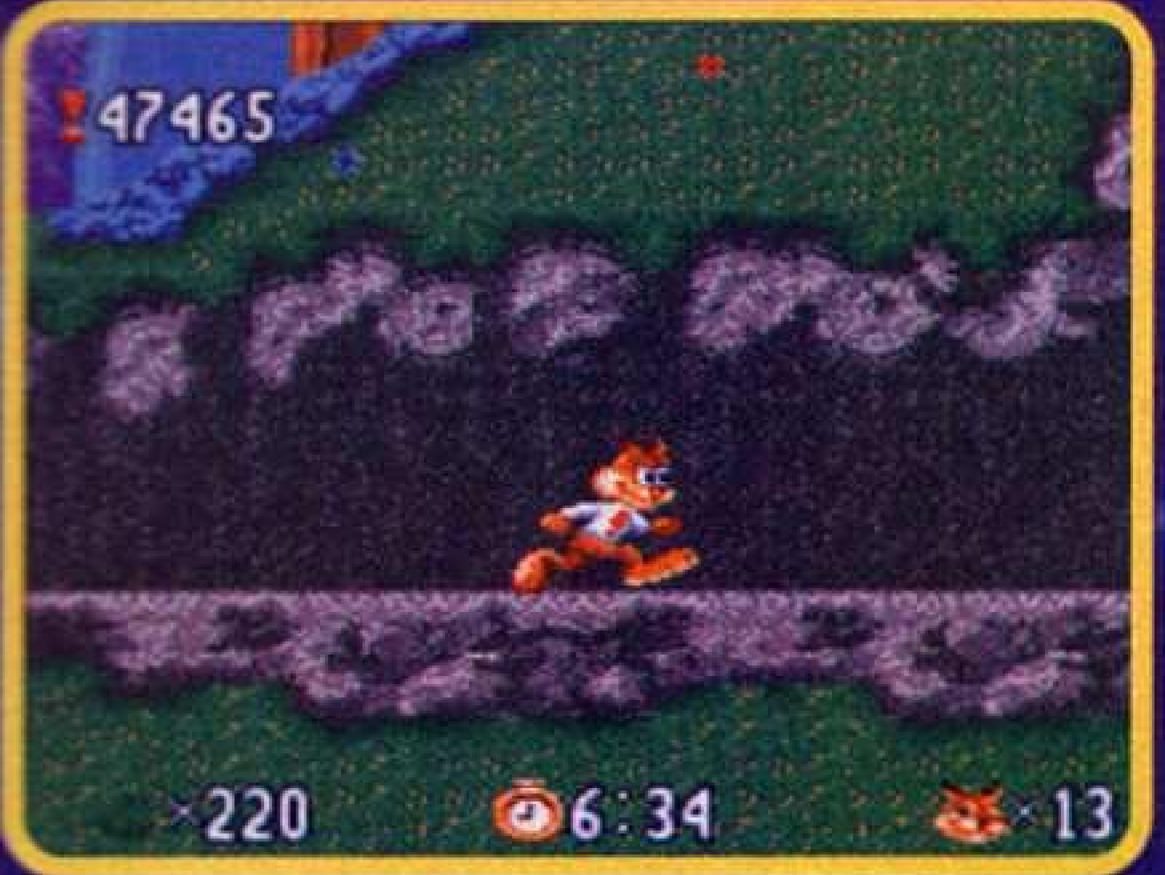
Cats never cease to amaze with their many gymnastic, talents - they always fall on their feet and their sense of balance ranks amongst the best in the animal world. Bubsy lacks the grace of his relations but has developed some skills of his own that easily outshine those of the domestic moggy. Gliding is his most striking ability but Bubsy also leaps the kind of heights that would make a Kangaroo blush and he could outrun a cheetah with his incredible speed. To top it all off Bubsy dies in the most spectacular fashions too - shattering into pieces, melting into a pool of gloop and sinking into water waving a white flag. In keeping with his feline roots Bubsy has nine possible ways of dying altogether for each of his nine lives.

47635
×226
6:26
×13

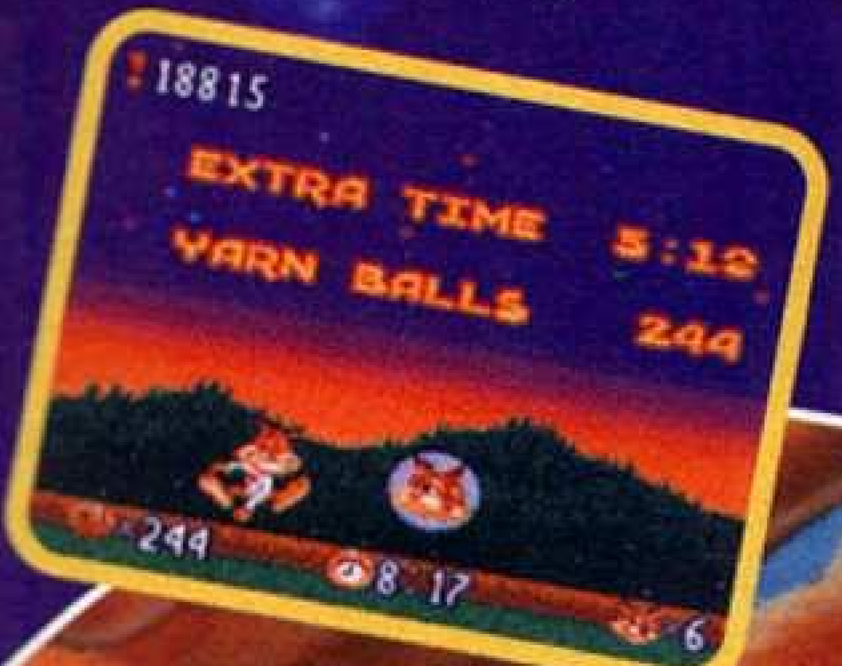
COMMENT

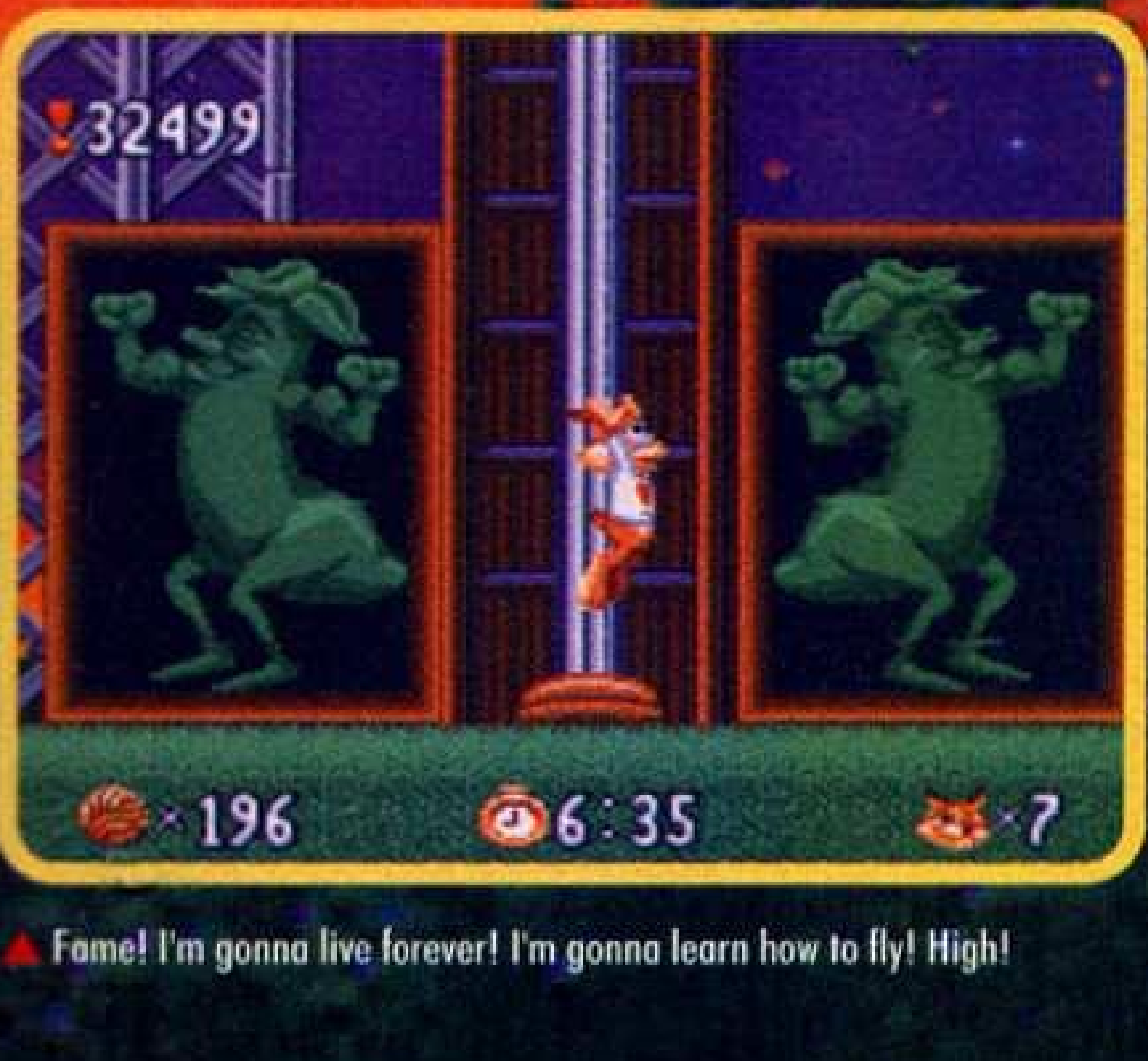
ANDY

I know what you're asking yourself... Is Bubsy the Bobcat any good or what? Well, graphically it's pretty good and there are some nice comic touches on Bubsy himself. The sound is also suitably cheesy with Bubsy chipping in the odd bit of nasal speech. However, I found the game itself to be a little on the frustrating side. The early levels are easy enough, but later on I found it just too easy to jump or sail straight into an unseen enemy. Granted, it's possible to stop and look up or down, but for a game that boasts speed to rival that of blue hedgehogs, do you really want to be stopping every few steps to check for baddies? It seems the programmers have mistaken this frustration factor for challenge. Having said all that, though, I still quite like the game. There's loads to see, lots of secret rooms and any number of ways to cross the extremely large levels. It's just that after all the hype Bubsy is, after all, just a standard platform affair and, as such, a tad disappointing.



Can you guess what Bubsy is going to do next?





Fame! I'm gonna live forever! I'm gonna learn how to fly! High!

COMMENT

PAUL

After all the hype surrounding Bubsy, especially the claims made by some American mag that he is a Street Fighter II beater, I am very disappointed. Of course Bubsy is a competent platform character, but then that's what market research is for. One of game's big selling factors is that the difficulty setting is quite high. Even better is that there are fifteen stages of testing puzzles for the player's exploration - imagine an entire game that features similar mindbenders as the secret Star Worlds in Super Mario World and you get about half the picture. The difference is that it isn't half as complex or nearly so much fun. Instead more time is spent thinking out a way through the levels rather than the player truly letting go and having a great time. Quite often objects or enemy sprites are placed in such a way that it is impossible to know of their existence until Bubsy is collapsing into a heap or concertina-ing off the screen in defeat. Though this cart is graphically rich ,and therefore great visually, it doesn't possess the gameplay to match. From a programmers point of view Bubsy is an outstanding effort. However gamesplayers aren't likely to appreciate the time spent on producing a game that is, at best, average. Rather like a well written book with a dull plot or brilliantly composed song with no feeling, Bubsy simply isn't a great game.

PAUL

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	□	□
ACTION	■	■	■	□
CHALLENGE	■	■	■	□
REFLEXES	■	■	■	□
ORIGINALITY	■	□	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	□	□
YEAR	■	□	□	□

PRESENTATION 78

▲ Witty intermission screens introduce the fifteen stages and a comprehensive list of options that is easily altered.

▼ The title screen is a standard affair and the attract sequence is merely a demo of the game.

GRAPHICS 89

▲ Much effort is obviously devoted to making Bubsy look and move in the best way possible. Each of the fifteen stages are intensely detailed and lcoloured. The memory space is evidently devoted to the smooth animation seen throughout. Visually superb!

SOUND 86

▲ Having the music change to suit the action is a novel idea and works very well indeed. There are loads of amusing spot effects.

▼ These aren't the best grooves ever to play on the Super NES.

PLAYABILITY 74

▲ A blend of puzzle elements and fast-paced action prevents the game from being too tedious.

▼ On the whole Bubsy has 'seen it all before' written all over him.

LASTABILITY 86

▲ Due to the challenge of the gameplay and the size of the game there is at least nine lives worth of platforming potential.

▼ Players may find the action a little uninspiring within a short space of time.

OVERALL 79

A solid effort form Accolade that looks and sounds impressive but is only just above average where it matters most.

DR. FRANKEN II
AN elite RELEASE
DEVELOPED BY
Motivetime
LICENSED BY NINTENDO

CART SPEC

- **BY:** ELITE
- **PRICE:** £29.99
- **RELEASE:** JULY
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 2 MEG

GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** None
- **RESPONSIVENESS:** Average
- **1ST DAY SCORE:** 33% Completed
- **GAME ORIGIN:** *Surprise, surprise, this is the follow-up the moderately successful Dr Franken.*

CONTROLS

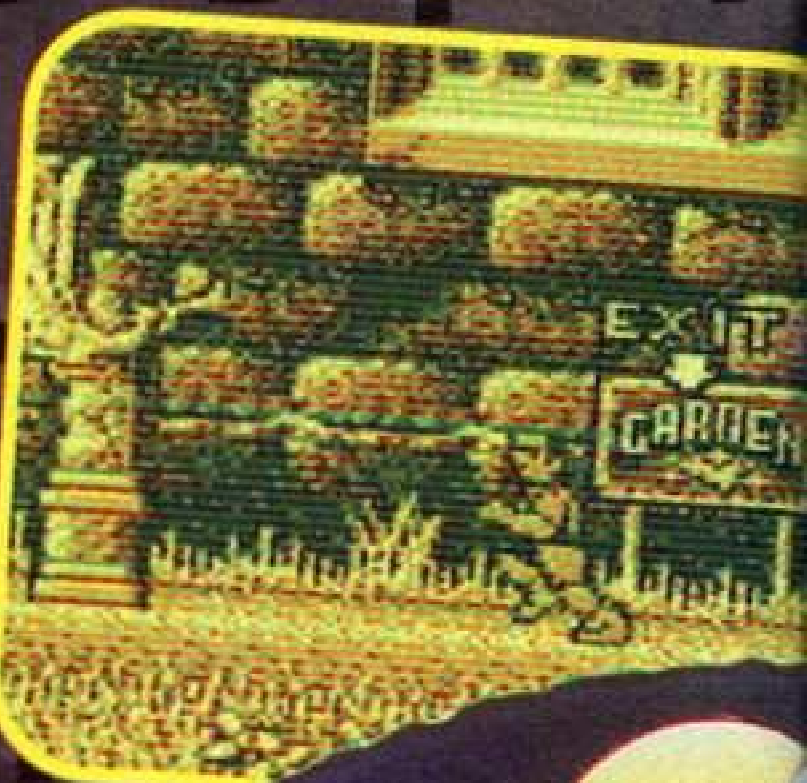
- **HOW TO PLAY:** *Franky wanders around, tracking down specific items that he gives to needy people in return for help.*

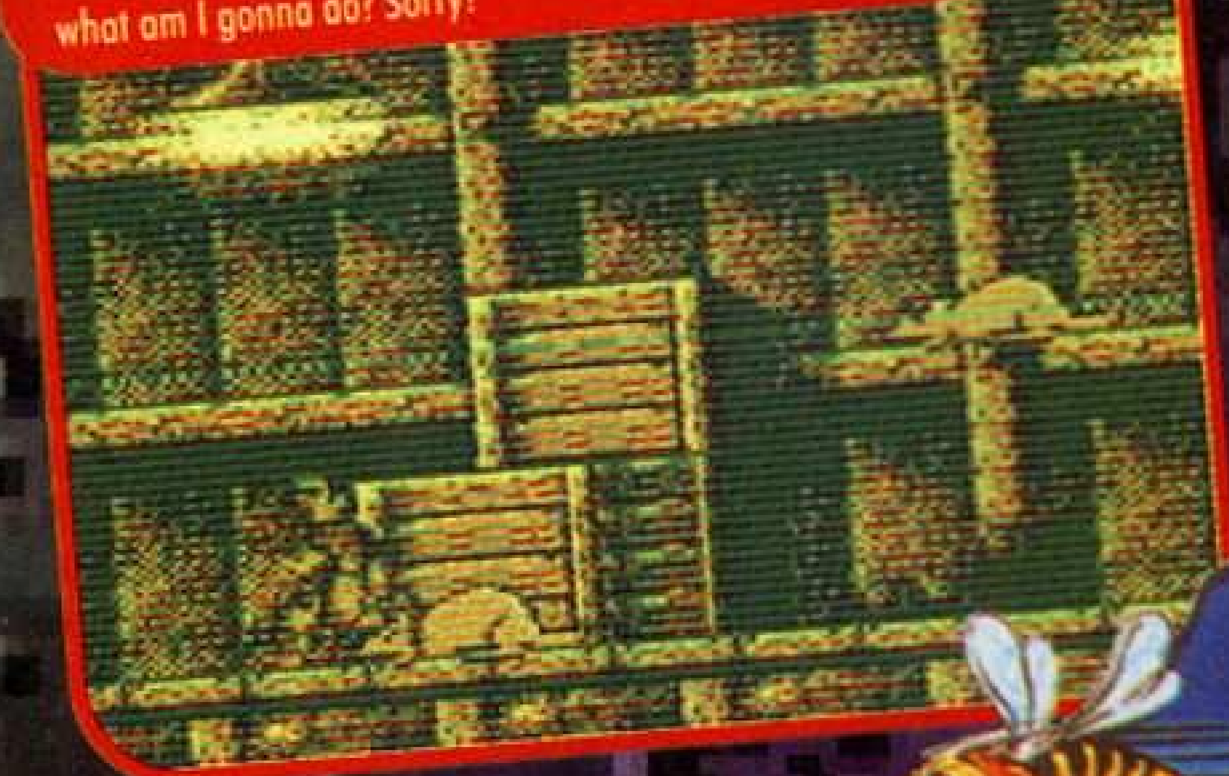
A	**Fire**
B	**Jump**
S	**START: Pause game**
S	**SELECT: Options screen**

Dr

As if being made out of mouldy old body parts isn't bad enough, Franky now has a new enemy - the electricity board! It seems that he hasn't been coughing up his quarterly whack and they've come round to cut him off.

Being of the bolts-in-the-neck persuasion, Franky needs to plug himself into the mains every so often to recharge, so without power his village-terrorising days will be over - and as the bank don't allow eight-foot tall walking corpses to open accounts, he's squandered all his money. There is one way he can pay his bills off, though. Before he died Dr Frankenstein hid a gold tablet somewhere in the world. Not put off by having to search several million square miles of planet, Franky embarks on his quest to locate it and hopefully pay off the LEB before they pull the plug on him.

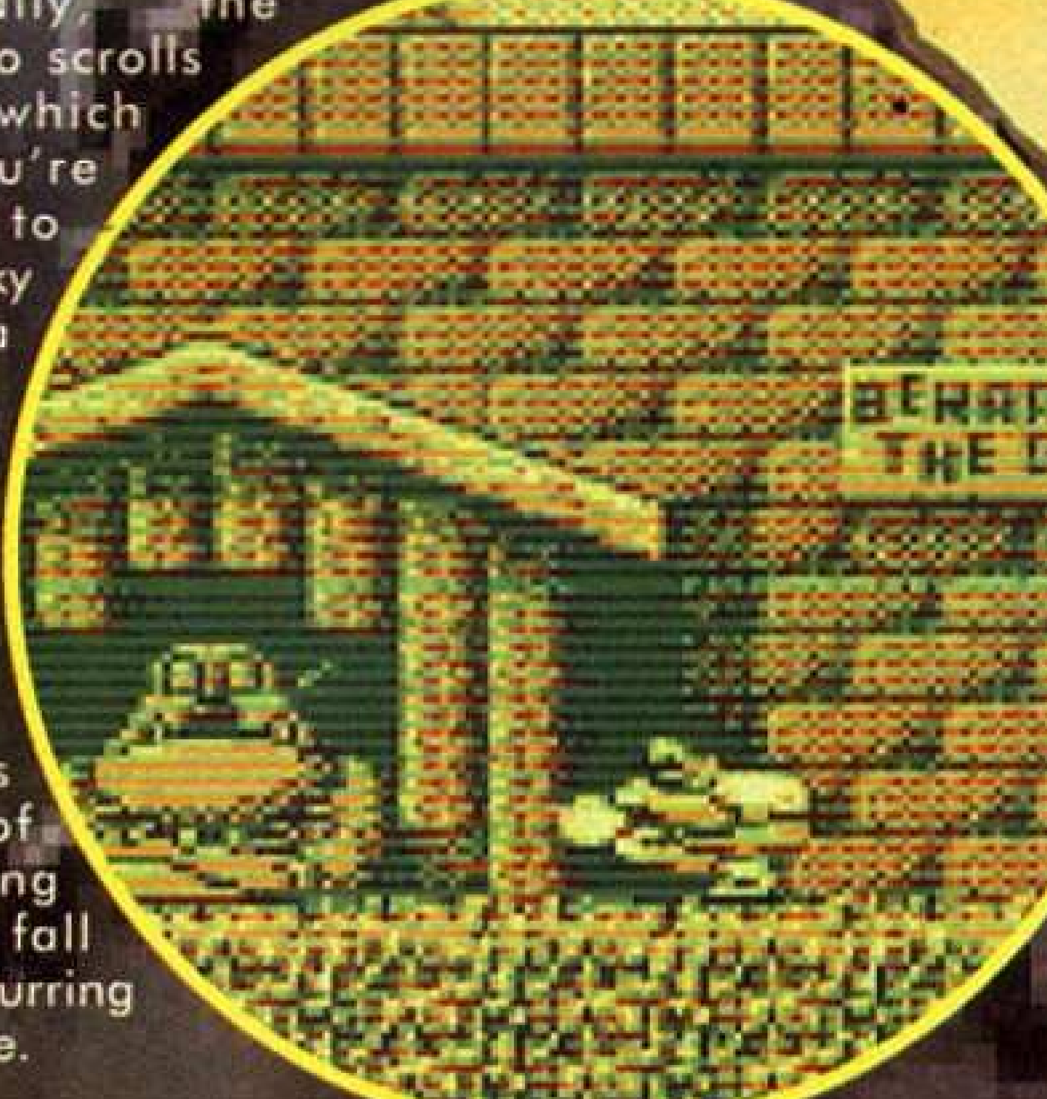


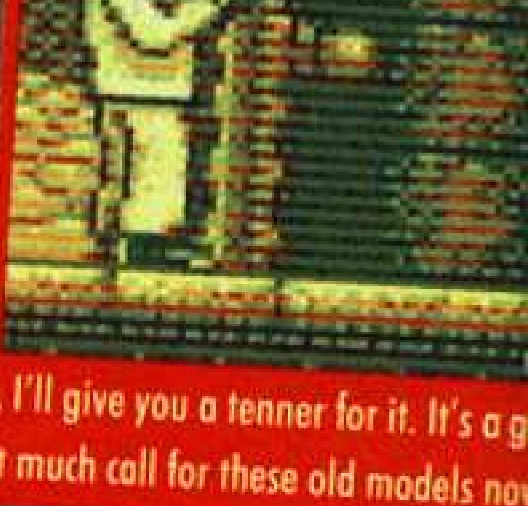


Oh well here goes then... There's a rat in my kitchen what am I gonna do? Sorry!

FLIPPING HELL

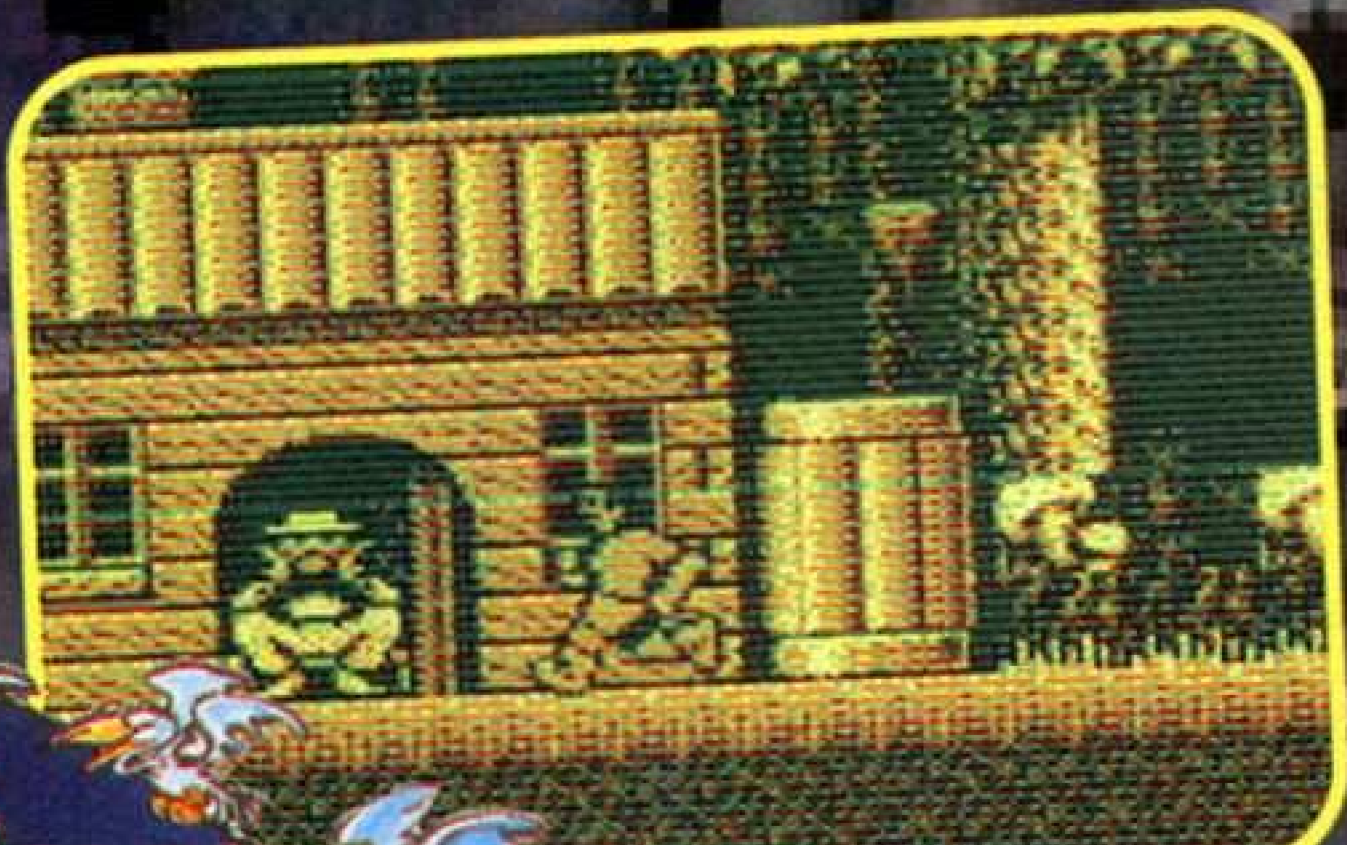
The levels are a mixture of flick-screen and horizontal scrollers. However, whilst the latter are straightforward enough, the flick-screen levels get very confusing. To go through exits in the background you are required to push UP, while pulling DOWN in front of and exit sign takes you through the doorways nearest the 'front' of the play area. The net effect is a series of screens which are very difficult to navigate through. There is a map option which shows you Franky's current position, but even this provides minimal help. The scrolling levels are utterly simple - just run from left and right blasting and jumping over whatever is unfortunate enough to get in the way. Occasionally, the screen also scrolls up, at which point you're required to guide Franky across a myriad of tiny platforms. Thanks to his amazingly big boots, Franky is capable of withstanding a massive fall without incurring any damage.

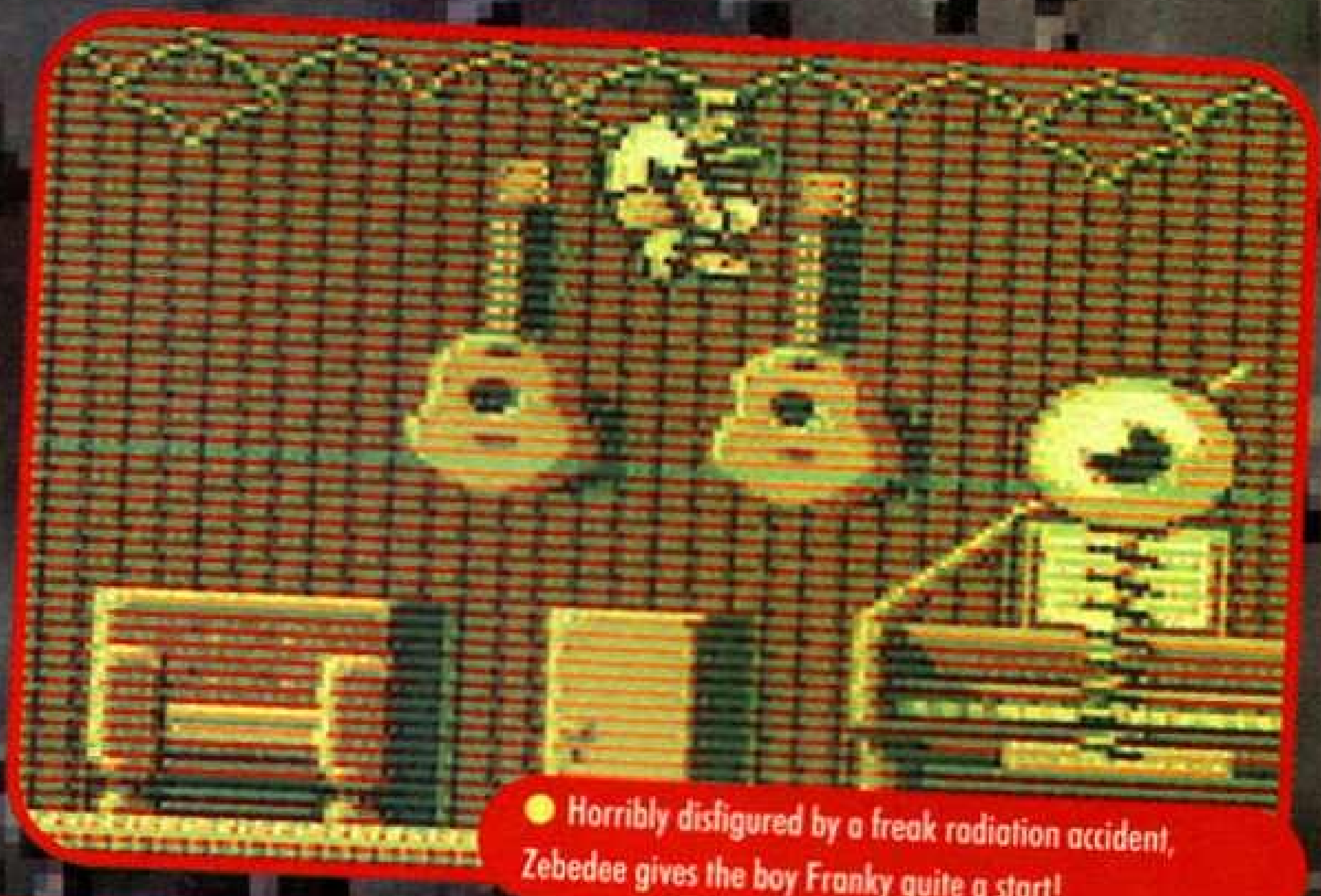




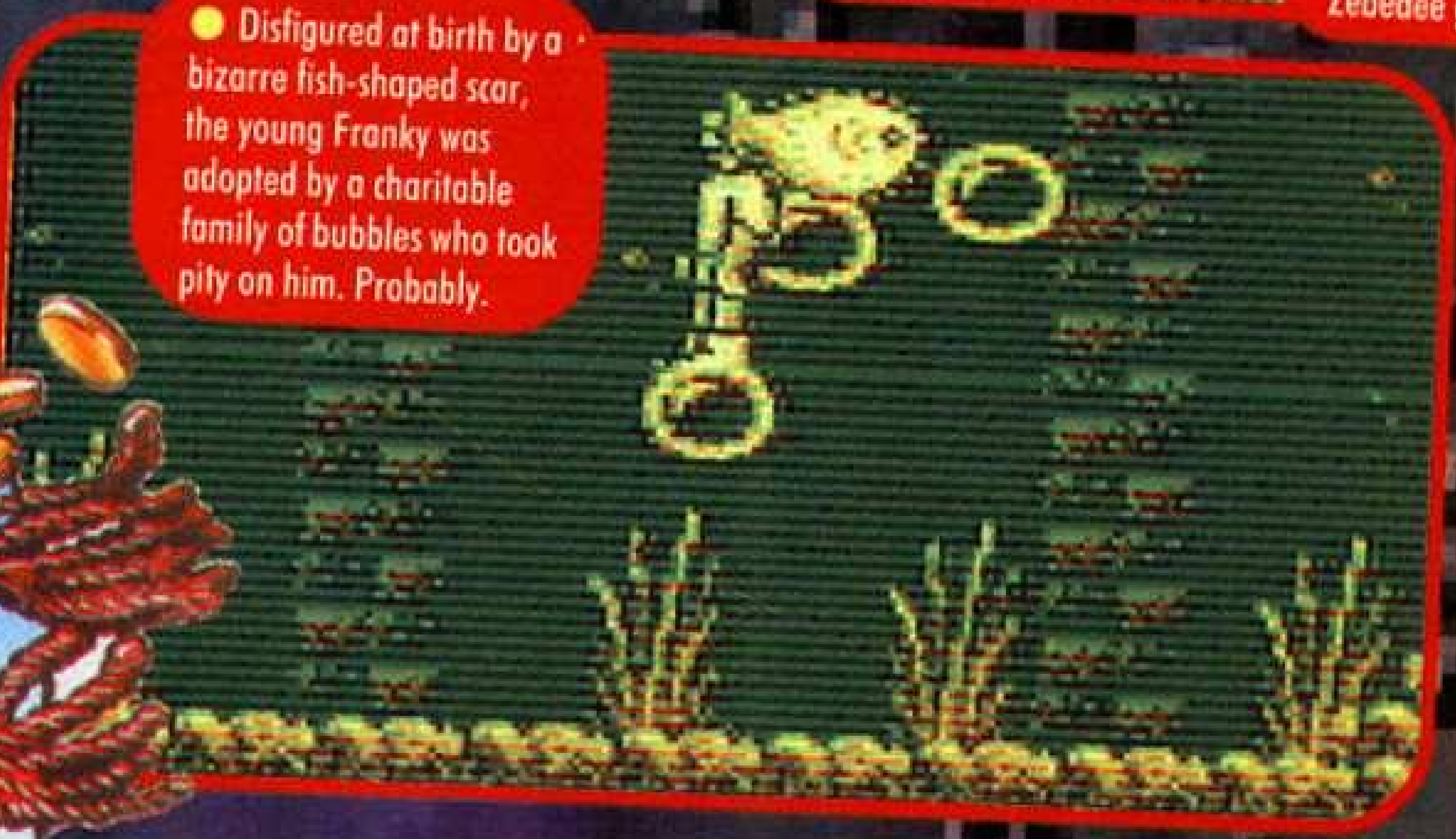
Ok, I'll give you a tenner for it. It's a g just not much call for these old models no

Franken II

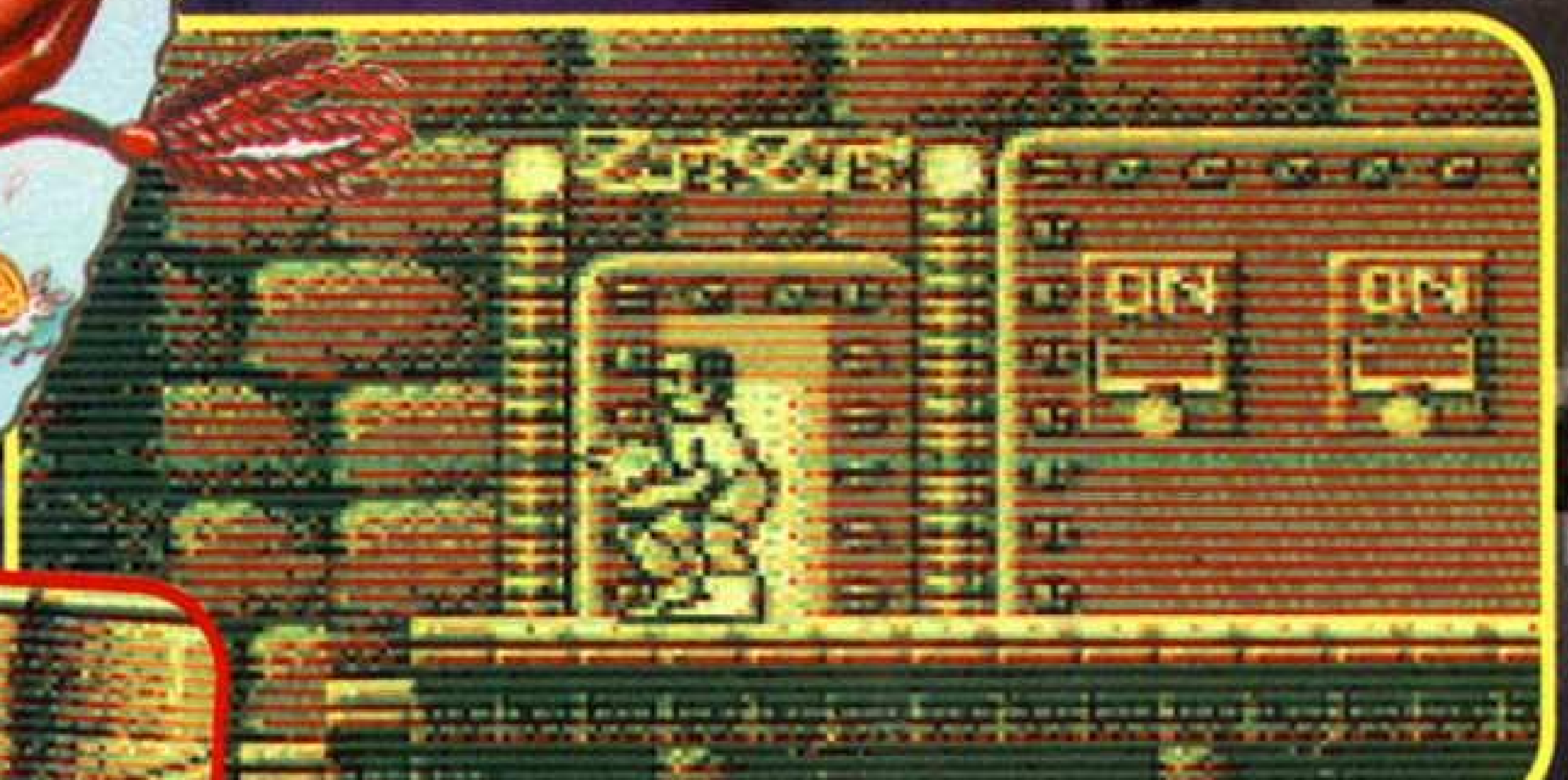




Horribly disfigured by a freak radiation accident, Zebedee gives the boy Franky quite a start!



Disfigured at birth by a bizarre fish-shaped scar, the young Franky was adopted by a charitable family of bubbles who took pity on him. Probably.



there's

COMMENT

TIM

Having never played the first game I didn't know what to expect here. At first Franken 2 looked really promising, with excellent graphics and varied gameplay. It soon became apparent the game is dead simple and riddled with frustrating quirks. What's especially annoying is the way there only seems to be one small part of a platform which Franky can actually stand on. As you can imagine this leads to much cursing and calling of names as Franky plummets through objects time and time again. Jumping is also awkward, as Franky invariable leaps too far or not far enough, depending on the situation. The game's also rather easy, and I should imagine seasoned players completing it in three or four days, with everyone else clocking in at about the one week mark.

FLAT BATTERIES

Despite being dead already, Franky can still succumb to the wear and tear of everyday adventuring. His energy bar is depleted every time he's hit by a nasty or drops down a hole - and when it hits zero he dies again. Thankfully, there is a way to replenish it, but unfortunately it's not very straightforward. First Franky needs to locate the broken recharge machine. Thus, the next step is to track down the components needed to repair the recharger. On doing so, Franky may then plug himself in and return to full strength. To make sure he's never caught sort with low energy, there's a transporter device which is employed to teleport Franky straight to the recharger from any location in the game.

COMMENT

ANDY

I reckon this is a huge improvement over the first game, but there are some severe problems with it, mainly because it's so easy to finish. The peculiar platform quirk whereby Franky seems unable to stand on all but the centre of one is the most irritating feature of all, especially when you've just expended five minutes negotiating the previous dozen platforms. The addition of the new locations such as Egypt and the Ocean help vary the gameplay, but ultimately you're still doing the same sort of thing regardless of where you are. Franky 2 is a good purchase if you liked the first game, but if didn't there's plenty of better games than this one.

ALL AROUND THE WORLD

Franky's travels take him all around the world - and under it. Each stage has its own set of nasties and pitfalls to wipe out our badly sewn-together hero. Chateau Frankenstein: Here's where Franky has to come to recharge his batteries and collect useful items such as his passport.

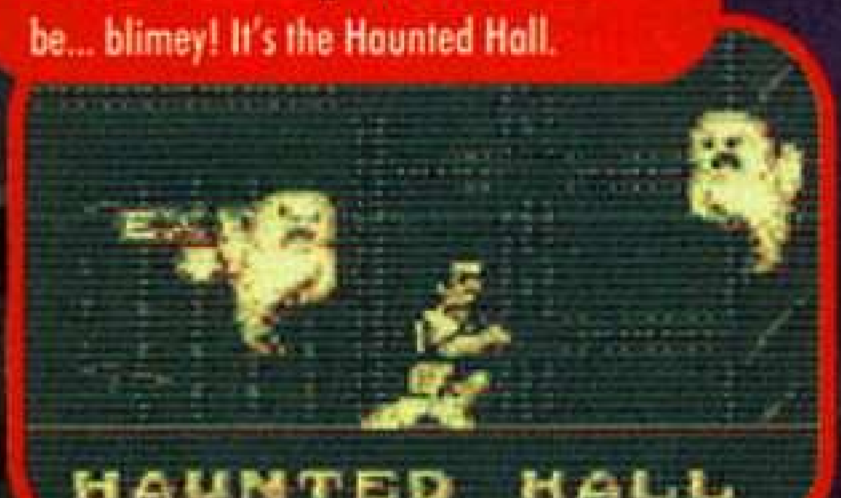
Village: Rescue the cat the and old lady will allow you into the village, where the haunted house could spell doom for Franky.

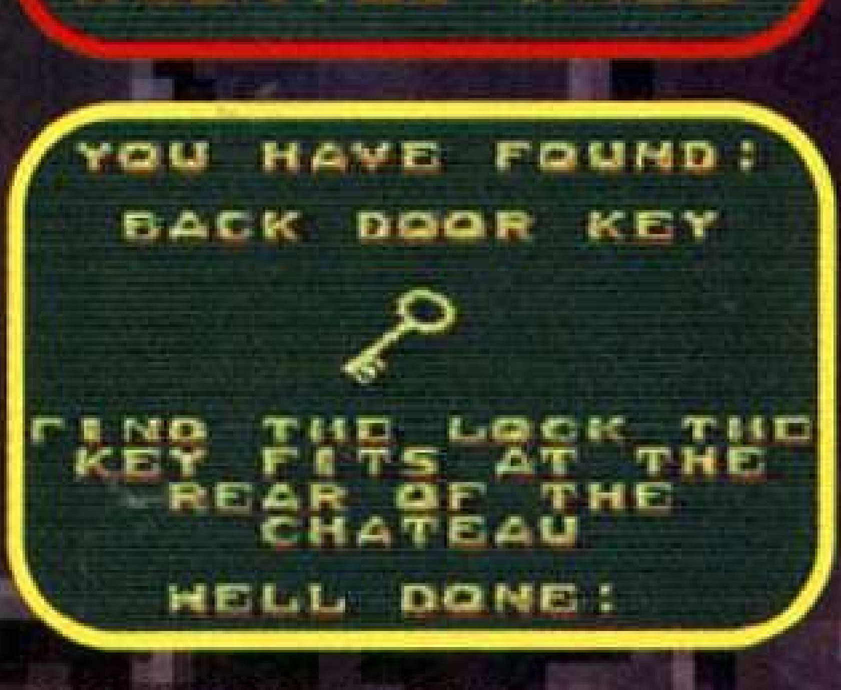
Mines: After you've cleared the rubble from the entrance you can explore these treacherous caverns.

The Sea: Before you can enter this section you've got to track down the scuba gear.

Egypt: If you make it this far you'll encounter even more undead, this time in form of mummies.

Well, those are ghosts, so this must be... blimey! It's the Haunted Hall.



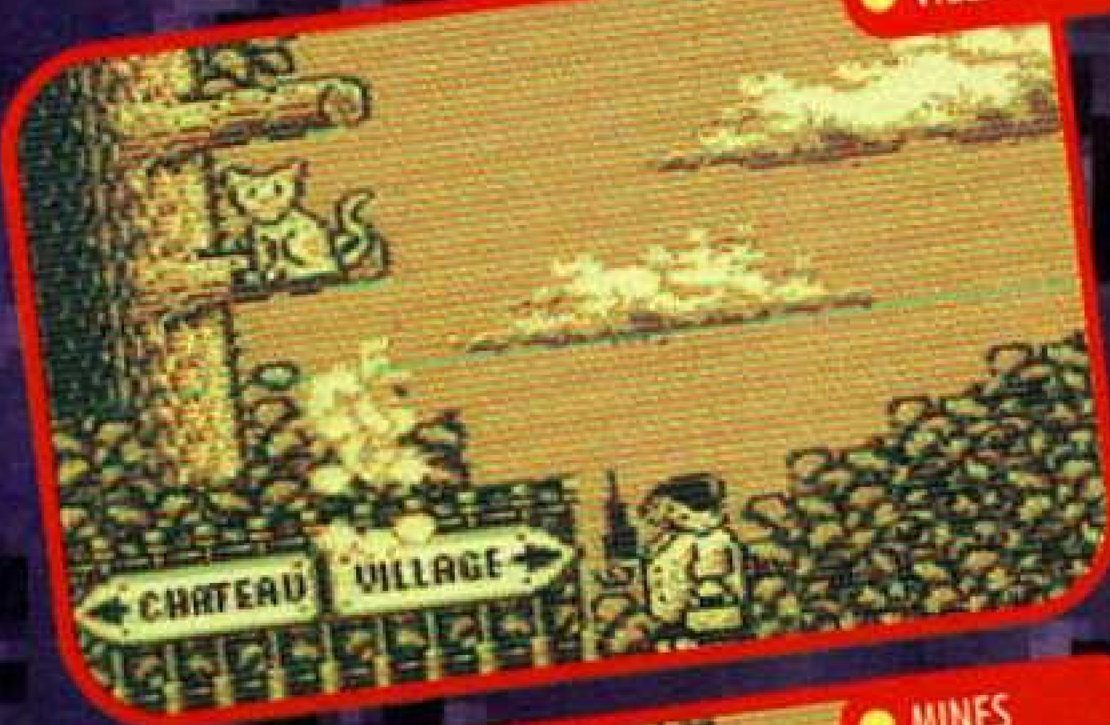


YOU HAVE FOUND:
BACK DOOR KEY

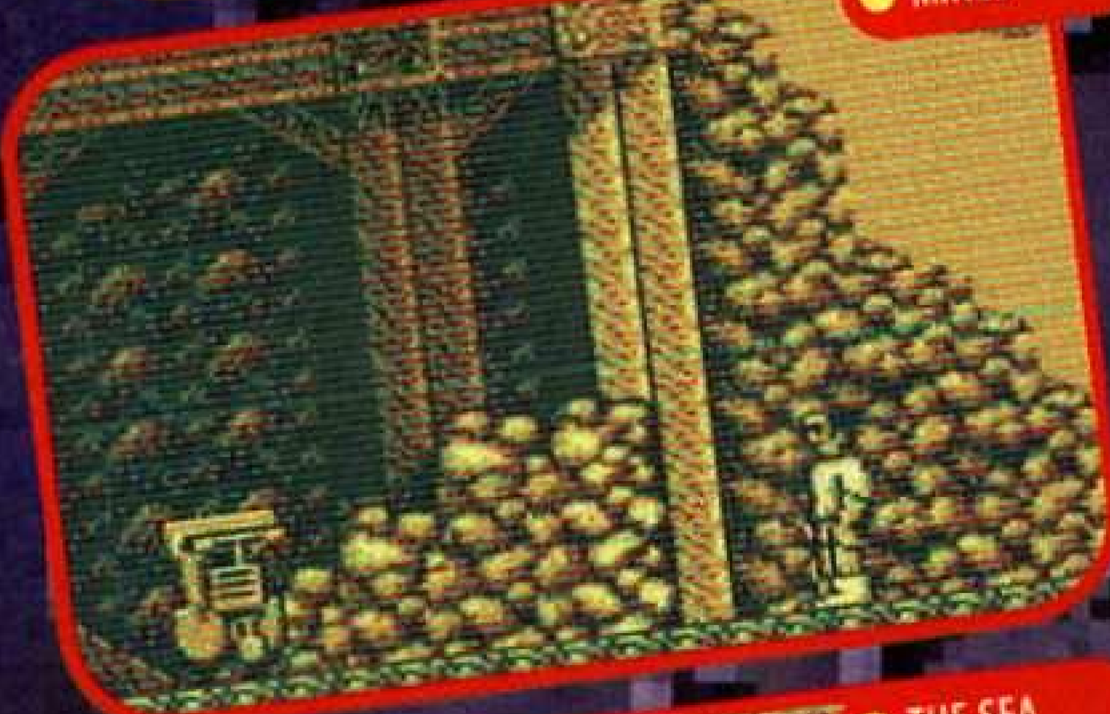
FIND THE LOCK THE
KEY FITS AT THE
REAR OF THE
CHATEAU

WELL DONE:

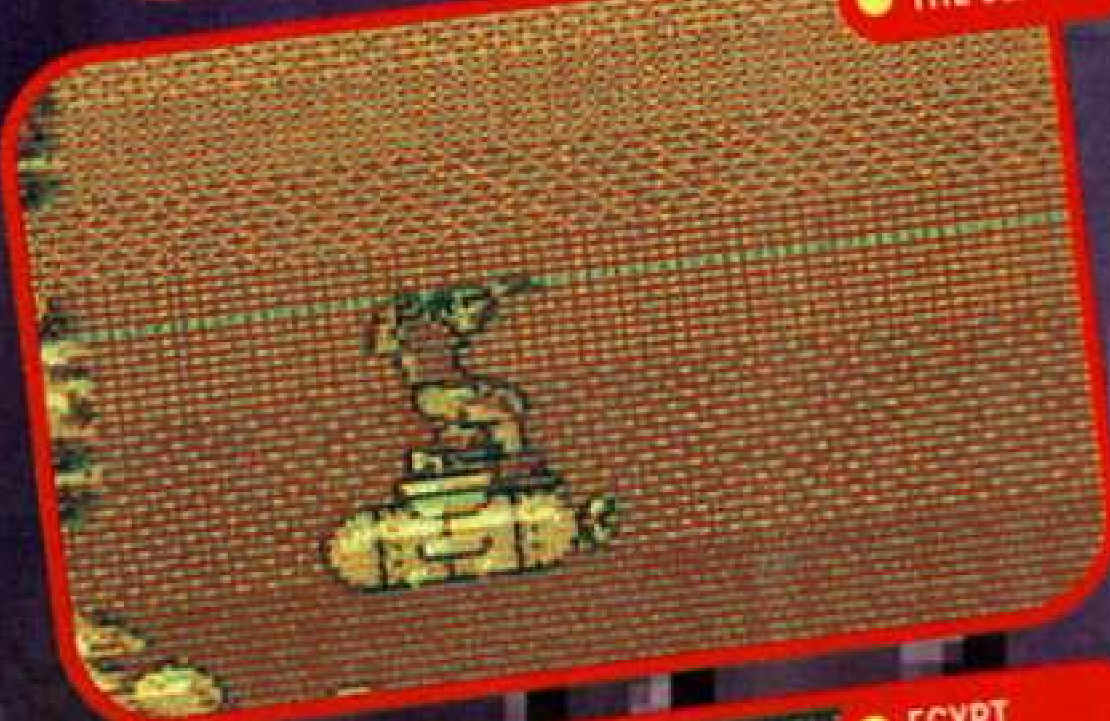
VILLAGE



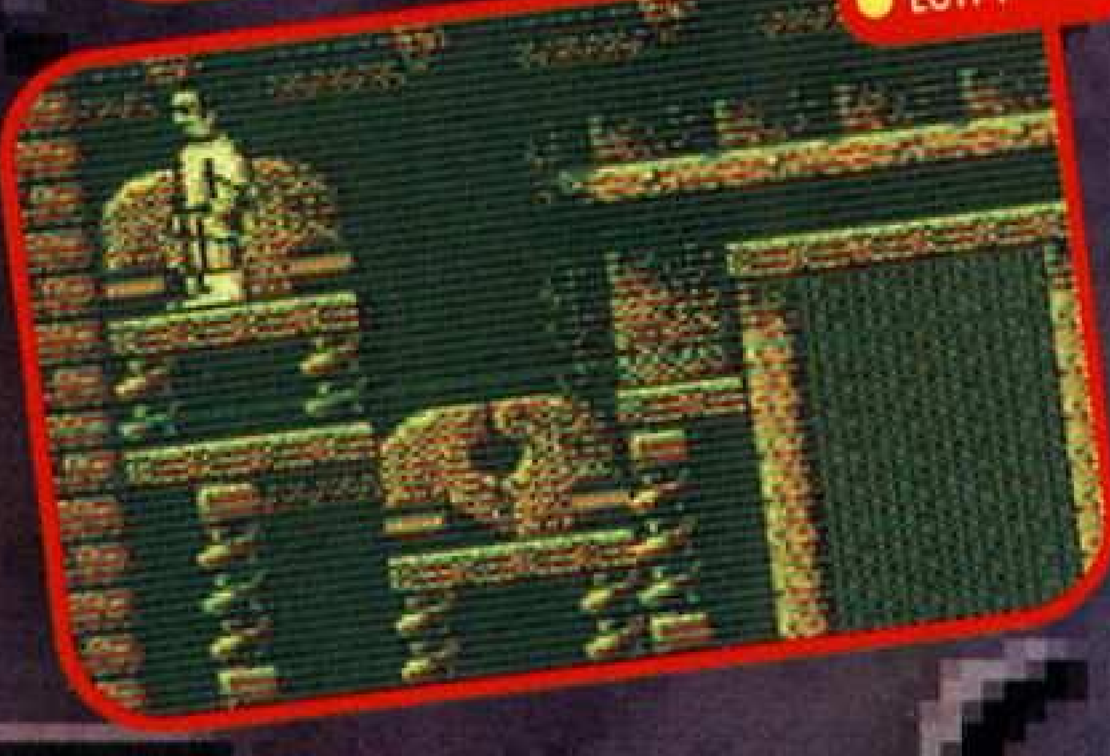
MINES



THE SEA



EGYPT



RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	□	□
ACTION	■	■	■	□
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	□
ORIGINALITY	■	■	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	□
MONTH	■	■	□	□
YEAR	■	□	□	□

PRESENTATION 80

▲ Good system for getting around the flick-screen levels.
▼ Complicated password system.

GRAPHICS 84

▲ Large, well detailed sprites, neat and tidy backgrounds and smooth scrolling work well together.

SOUND 76

▲ Decent spot effects, but nothing particularly outstanding.
▼ Grinding music has to be switched off as soon as possible.

PLAYABILITY 82

▲ Plenty of variety and lots to do, it's also very easy to get into.
▼ Finding your way around the castle is a pain.

LASTABILITY 70

▲ It takes a few hours to learn the maps of all the locations.
▼ In general, the puzzles are far too easy to complete.

OVERALL 74

Looks good, sounds rough, and isn't taxing enough to keep you playing for more than a week.

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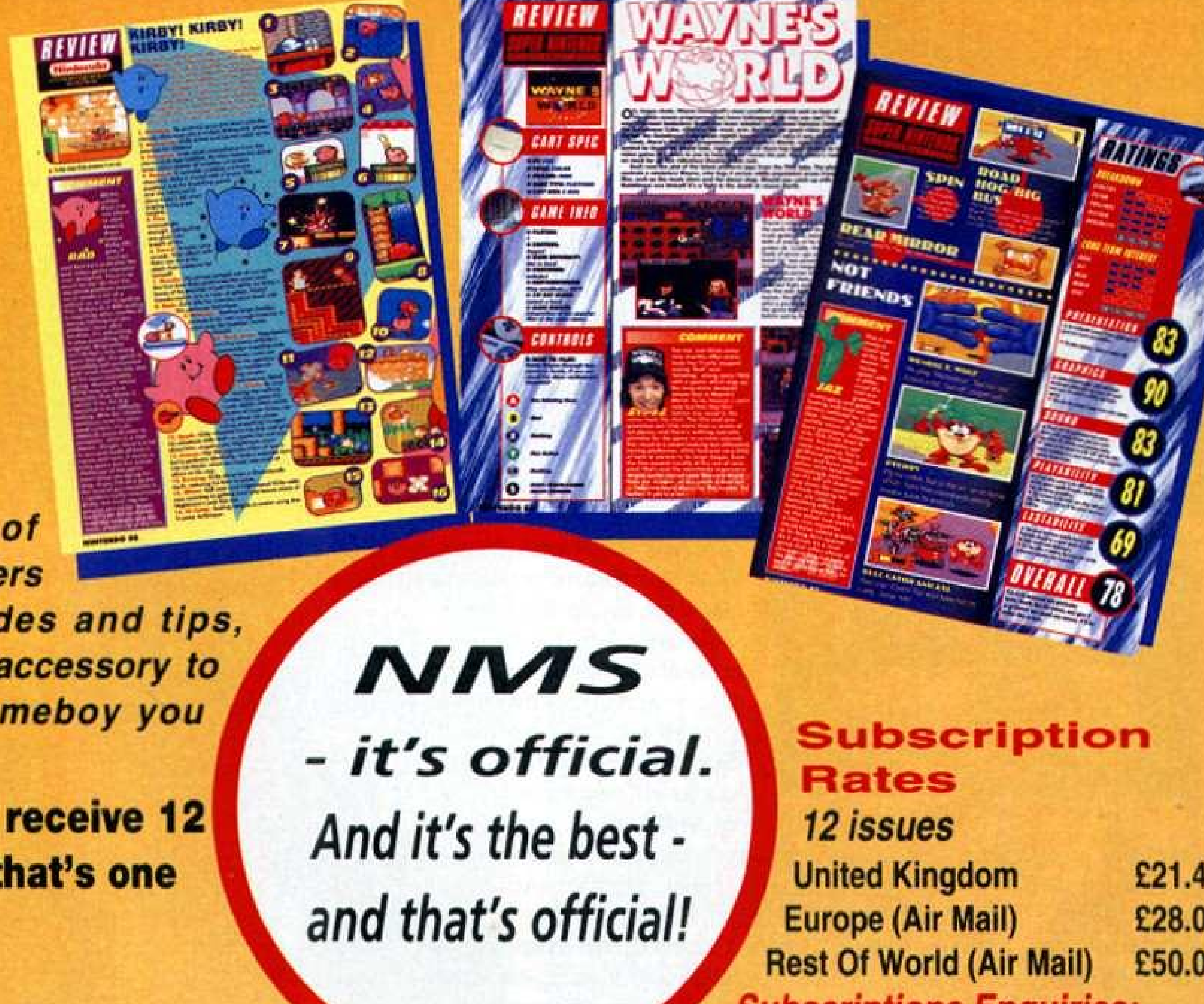
REVIEW
KIRBY! KIRBY! KIRBY!
REVIEW
WAYNE'S WORLD
CART SPEC
GAME INFO
CONTROLS
COMMENT
REVIEW
RATINGS
83
90
83
81
69
OVERALL 78

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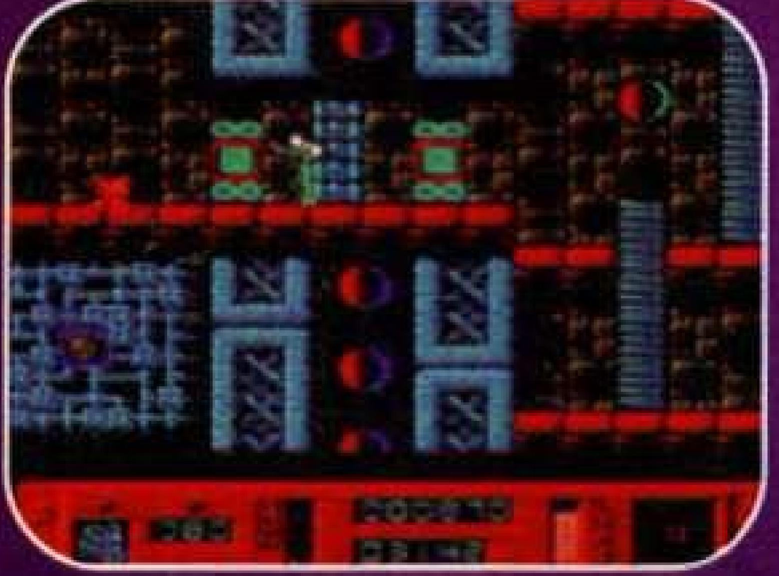
REVIEW

Nintendo Entertainment System

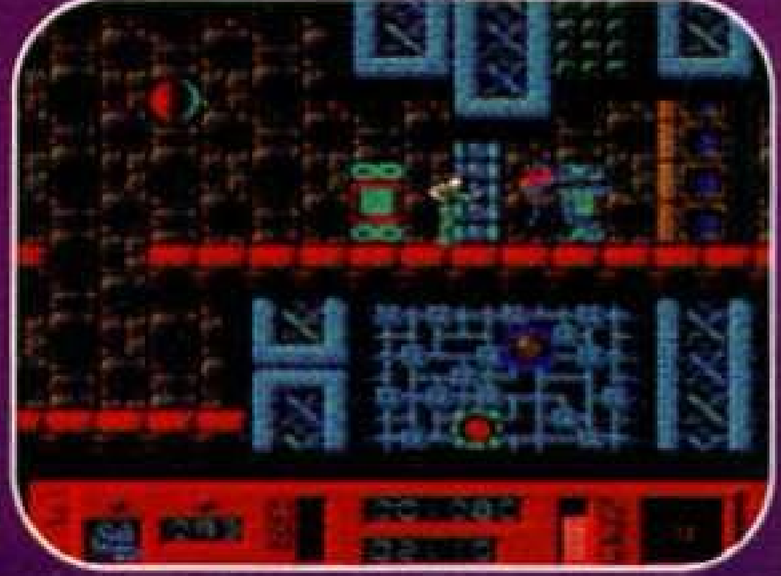
ALIEN 3

A long, long time ago. In a galaxy far, far away... No, that's no it. Er, Space, the final frontier... nope. Oh yeah, that's right: the bitch is back - really summons up images of what should have been THE film of 1993, doesn't it? As you may have guessed, the Alien 3 film came as more than a disappointment to me. Whilst the first two films rate as two of the best I have seen, the third started off well and spluttered out as soon as the Alien went on the rampage. No suspense, no new innovations as far as the alien went, nowt at all - just Brian Glover to save the day. Acclaim, however, have managed to create two really stunning licences with their Game Boy and Super NES licences, and now they make it a hat-trick with this rather smart NES version.

The plot and gameplay is pretty much the same as the Super NES version, with Ripley making her way through the many tunnels and corridors which make up the planet Fiorina's prison complex. With the Aliens cocooning prisoners left, right and centre, Ripley is charged with clearing the complex using her collection of flame-throwers, pulse rifles and grenades - but if she fails to complete each task within a set time-time, the acid-blooded ETs eventually overrun the place. Although the NES game has been split into definite missions, the gameplay is every bit as playable as the Super NES version. It looks a little rough graphically in places, but the prison complex is large and the Aliens themselves are well drawn and varied in their capabilities. An excellent NES blaster, and a big handshake to Acclaim for creating a trilogy of smart film licences. If only, Alien 3's director had done as good a job...



▲ Witness the true horror...



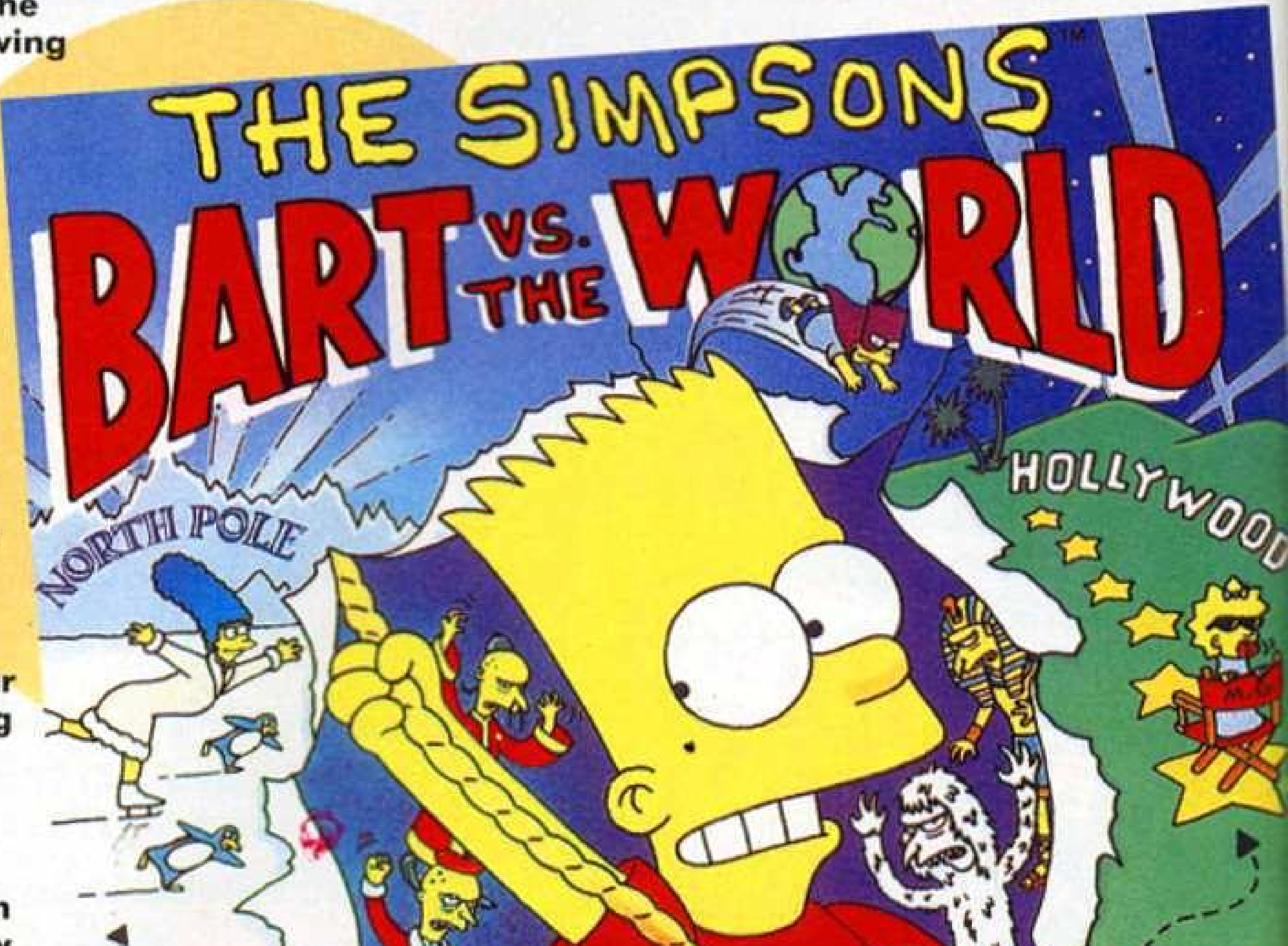
▲ ...Of indistinct sprites wobbling around.

CART SPEC

- **BY:** ACCLAIM
- **PRICE:** £29.99
- **RELEASE:** OUT NOW
- **GAME TYPE:** PLAT
- **CART SIZE:** 2 MEG

REVIEW

Nintendo Entertainment System



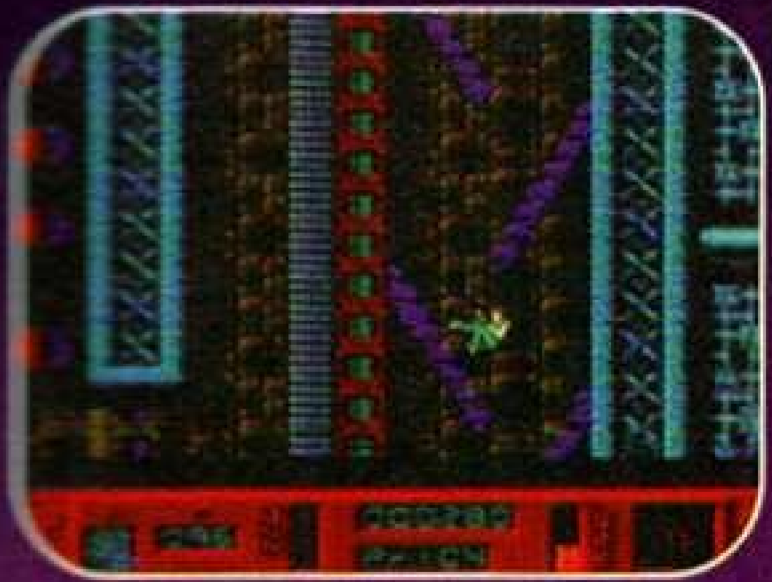
Only Bart can save the Simpsons now! Having moved on to Ren and Stimpy and the new wave of hip cartoons, the world has become bored of the endless Simpsons repeats. As a result angry mobs of vigilantes roam the streets searching for any Matt Groening character who dares to set foot outside of Springfield. Unfortunately, with characteristic lack of foresight, those wacky Simpsons just happened to have their round-the-world tour booked for this year. As a result the strangely-animated kinfolk face opposition from the inhabitants of every country they visit, except for Wales which is four years behind the times anyway, aided and abetted by that evil old miser Mr Burns from the Springfield nuclear power plant. Can Bart overcome the evil influence of Zig and Zag and the newly re-vamped Flintstones to save his career in this be-sub-levelled title from Acclaim?

Simpsons fans are really spoilt for choice when it comes to games featuring their idols. Every Nintendo console has been swamped by cartoon conversions, with the NES taking the brunt of the onslaught. With so many to choose form, it's difficult to think why anyone would buy this latest Simpsons title. The idea of the sub-games comprising each level is fairly novel, but you only need to play two or three stages out of those on offer in order to complete a stage. However, the real downfall of Bart Vs the World is the really bad programming. The responsiveness is terrible, the collision detection, especially where platforms are concerned, is likewise pants and the level layout are so simplistic it takes all the challenge out of play - apart from trying to get the controls to work, that is. A very disappointing title indeed.

THE SIMPSONS
BART VS. THE WORLD

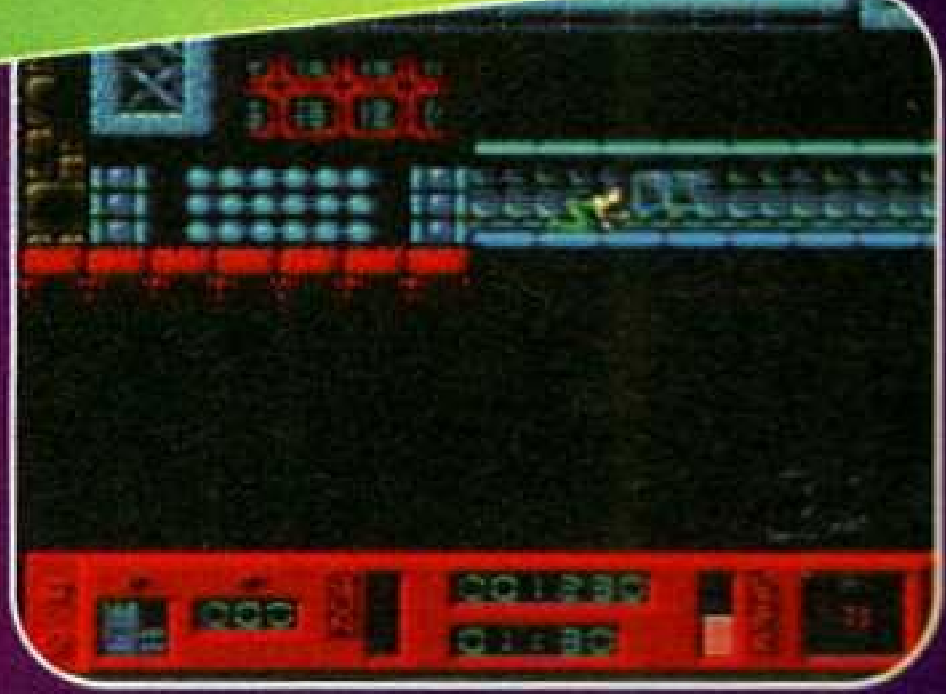
CART SPEC

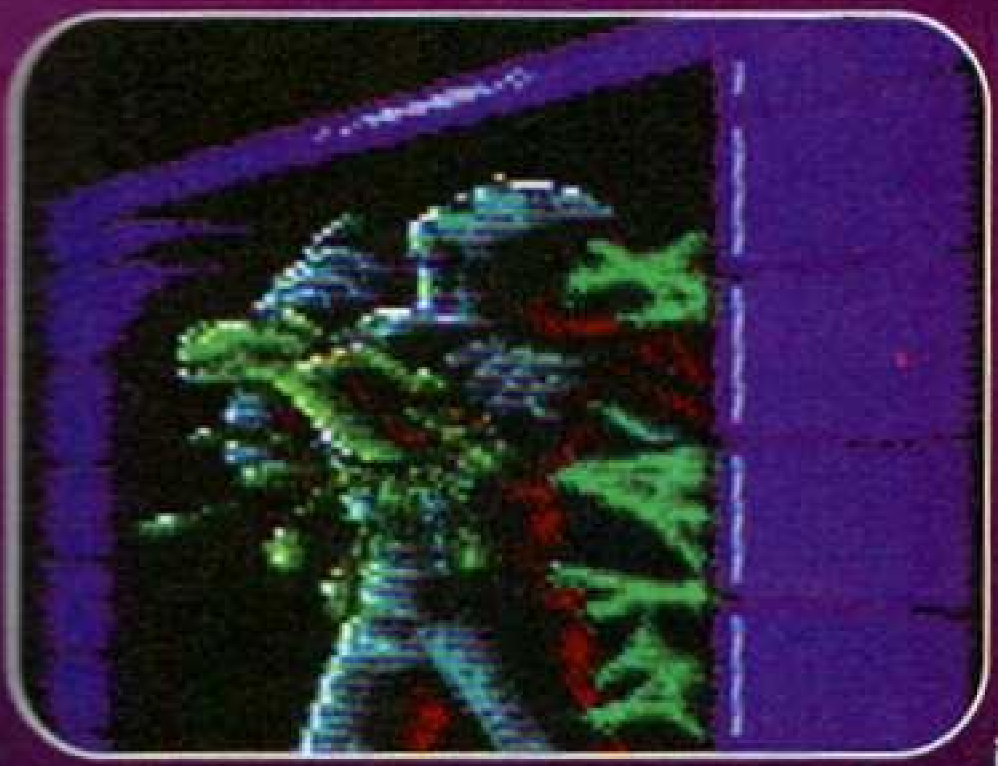
- **BY:** ACCLAIM
- **PRICE:** £29.99
- **RELEASE:** OUT NOW
- **GAME TYPE:** PLAT
- **CART SIZE:** 2 MEG

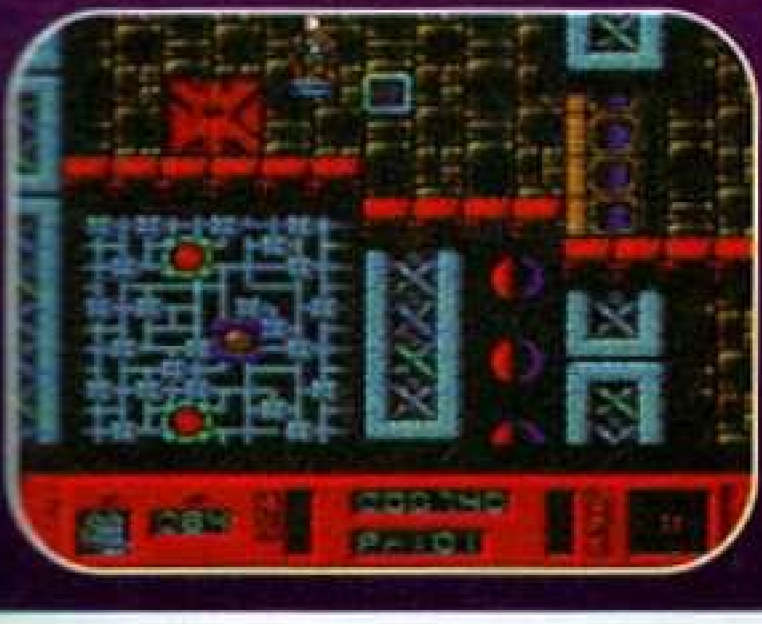


▲ Send all entries to the Spot Ripley comp to...

3 TIMES THE SUSPENSE.
3 TIMES THE DANGER.
3 TIMES THE TERROR.







OH L'ARMOUR

Whereas Sigourney Weaver legged it through the film with very little other than a few chosen expletives to use against the Alien. Conversely, Acclaim's shaven-headed heroine has a veritable arsenal up her sleeve - or in her pocket, or wherever she keeps her weapons. In addition to the fast-firing pulse rifle, she also carries grenades (both hand and gun ones) which are useful for dropping into shafts and on to lurking creatures, and a flame-thrower which produces Fricasse D'alien.

RATINGS

PRESENTATION

▲ Plenty of options, and three modes of play.

85

GRAPHICS

▲ Plenty of variety and some nice effects.

▼ A little murky and indistinct in places.

83

SOUND

▼ A little grating to say the least, and very annoying after a while.

57

PLAYABILITY

▲ Finding the prisoners is great fun, as is shooting the eggs and assorted Aliens.

91

LASTABILITY

▲ There's plenty to see and shoot.

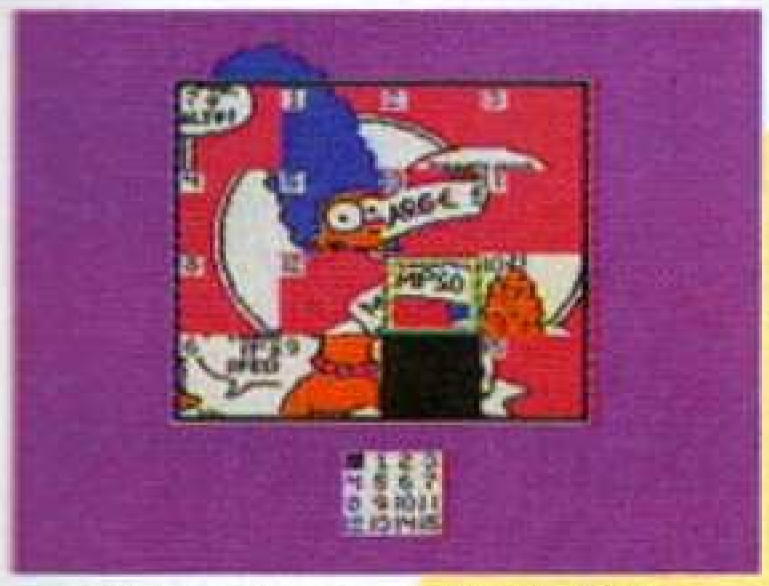
▼ But it's a little repetitive in places.

78

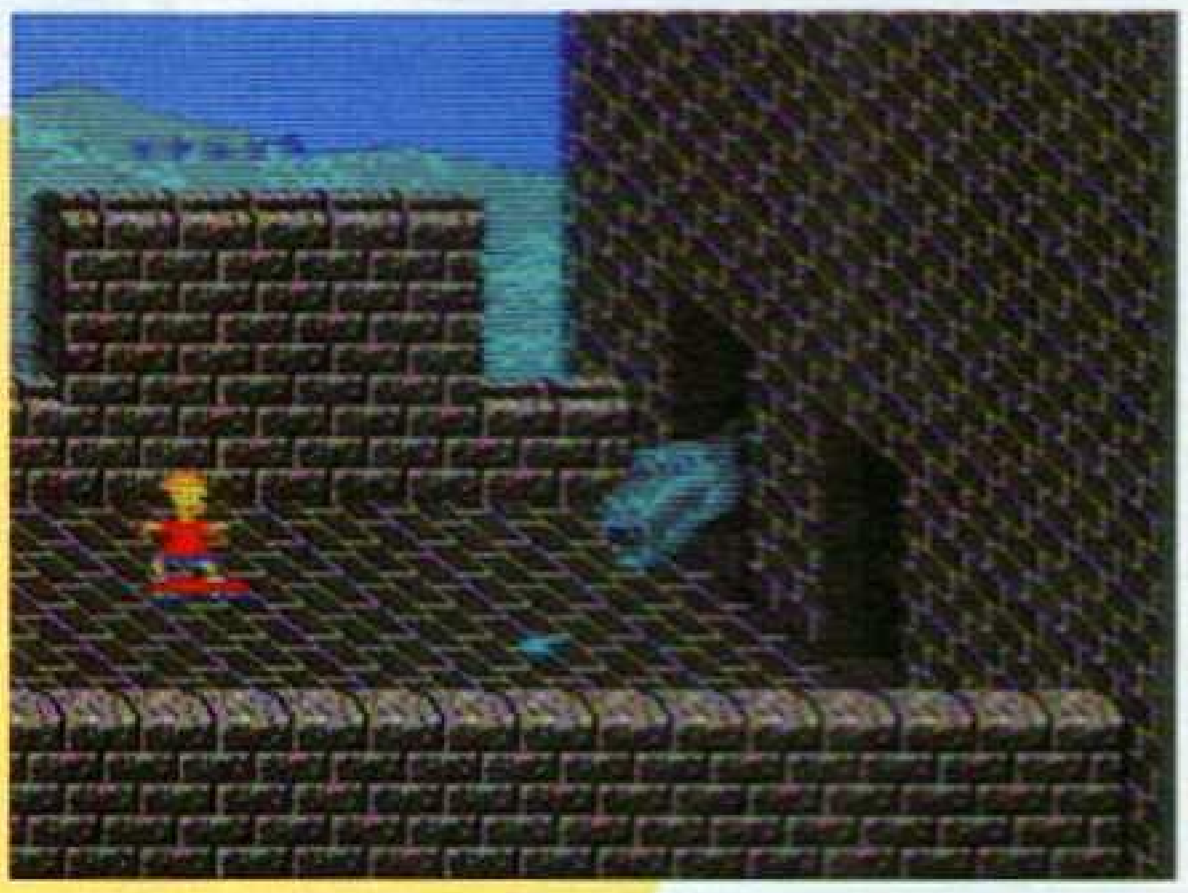
OVERALL

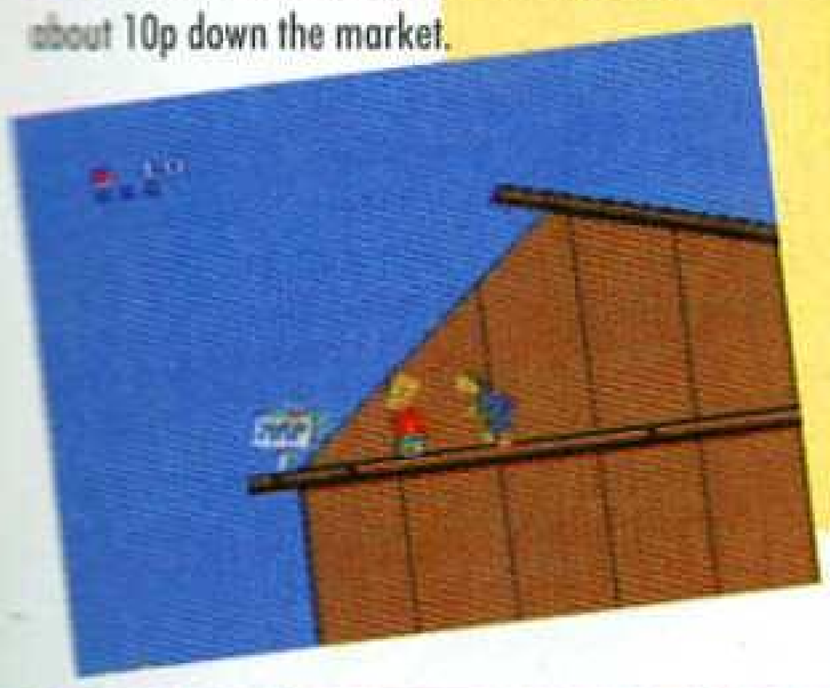
A good example of the NES film conversion. Flawed in places, but the content is there. Worth a look.

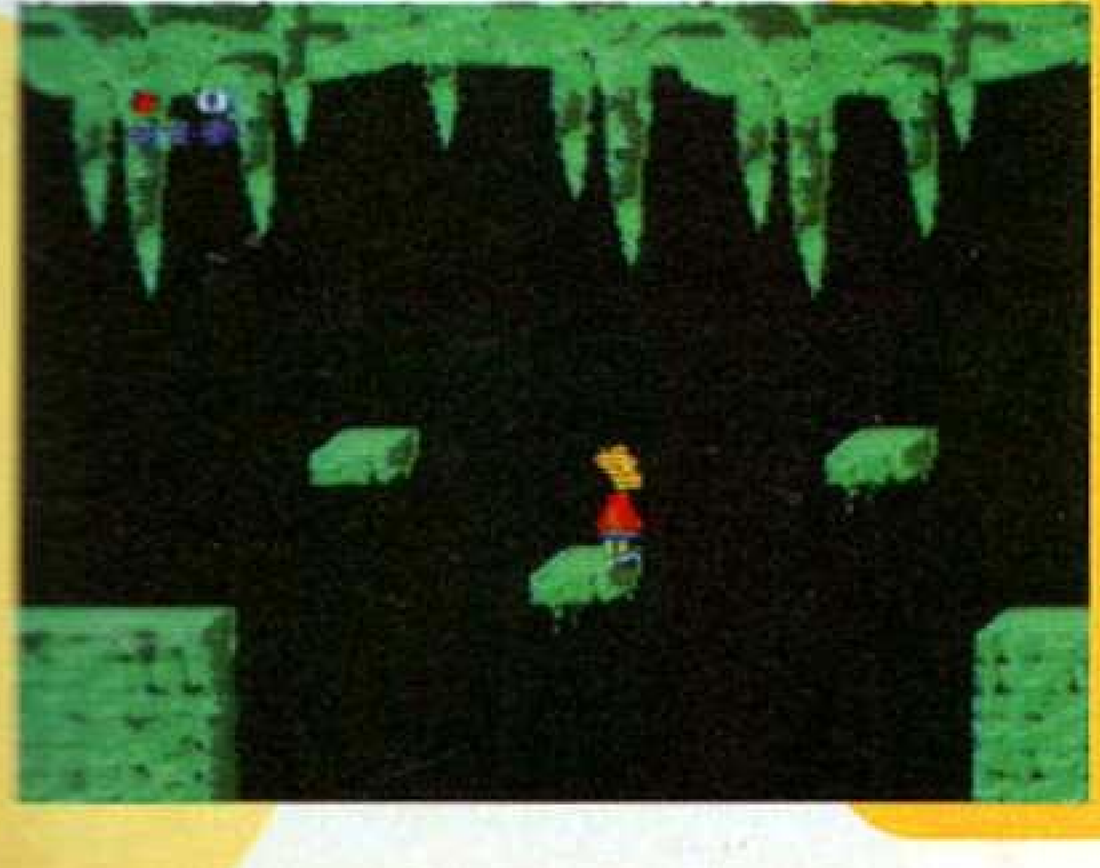
84



▲ Psst! You can buy a game like this bit for about 10p down the market.







Sub Game Malarky Ahoy!

Bart's objective in this game is to grab as many cheap Krusty collectibles as possible. These items are hidden throughout all the levels, although a much easier way to pick them up is through the single-screen bonus games in every stage. These games may be accessed at any time, and be played as many times as you wish until completed. The games include slot machines, card matches, a Simpsons trivia quiz, one of those horrible sliding puzzles, and mini-games where Bart has to find a gaggle of bats in a coffin, dodge flying drinks in Moe's Tavern or find the hidden item under three rapidly moving igloos!

RATINGS

PRESENTATION

▲ Again these are of the highest standard.

▼ ...but no options to speak of, alas.

76

GRAPHICS

▼ Yeuch! Small, drab sprites wobble their way around bland backgrounds.

43

SOUND

▼ Aieee! The worst tune in the history of music provides a painful aural assault.

37

PLAYABILITY

▼ The cheesy controls and general badness of play make Bart a chore to get through.

39

LASTABILITY

▼ The game is easy to complete, and too boring to keep repeating.

36

OVERALL

A complete crock of trousers which is also about ten years late for the bandwagon.

35

REVIEW

GAME BOY

TOP RANK TENNIS™
©1993 Nintendo

CART SPEC

- **BY:** NINTENDO
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SPORT SIM
- **CART SIZE:** 1 MEG

GAME INFO

- **PLAYERS:**
1-4
- **CONTROL:**
Joypad
- **GAME DIFFICULTY:**
Medium
- **CONTINUES:**
Infinite
- **RESPONSIVENESS:**
Slick
- **1ST DAY SCORE:**
Win three matches in the tournament mode.
- **GAME ORIGIN:**
Look, it's Tennis, right! Don't you watch the TV? Honestly, some pople are so thick....

CONTROLS

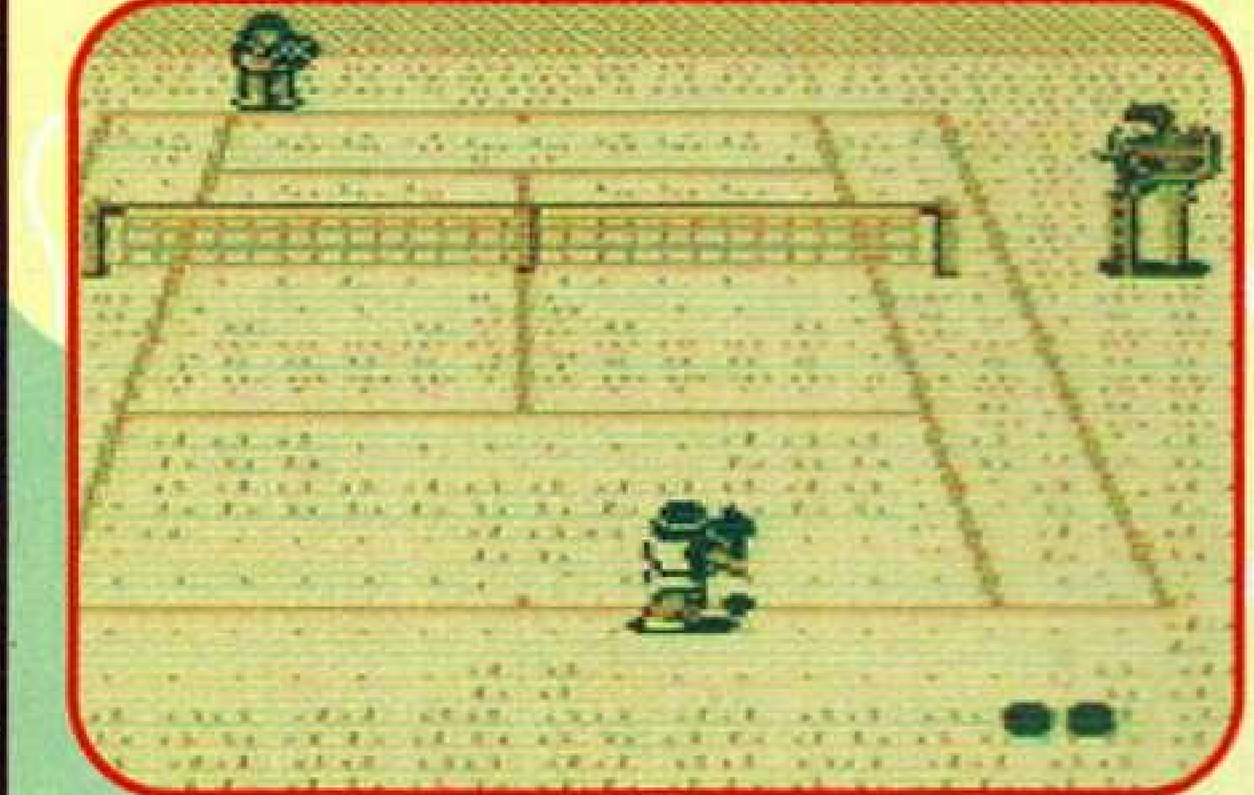
- **HOW TO PLAY:**
Hmmm, this is tricky. Hit a small ball with something called a racquet. If your opponent misses it lots of times, you win.

A	*Slice shot.*
B	*Volley.*
S	*SELECT: Lob.*
S	*START: Another lobby type shot (?).*

TO TE

'OUT!' - a word that tennis players dread but perhaps might think more of it now that Top Rank Tennis is out for the Game Boy - the sequel to the imaginatively titled 'Tennis'. As the original is still the best portable tennis game around the pressure is on for Top Rank to make some worthwhile enhancements and, to some extent, this is the case. Now four players are given the opportunity to compete alongside and against each other with the aid of the four-player multitap adaptor. Gameplay is further improved by making use of all four of the Game Boy's buttons for a wider variety of shots.

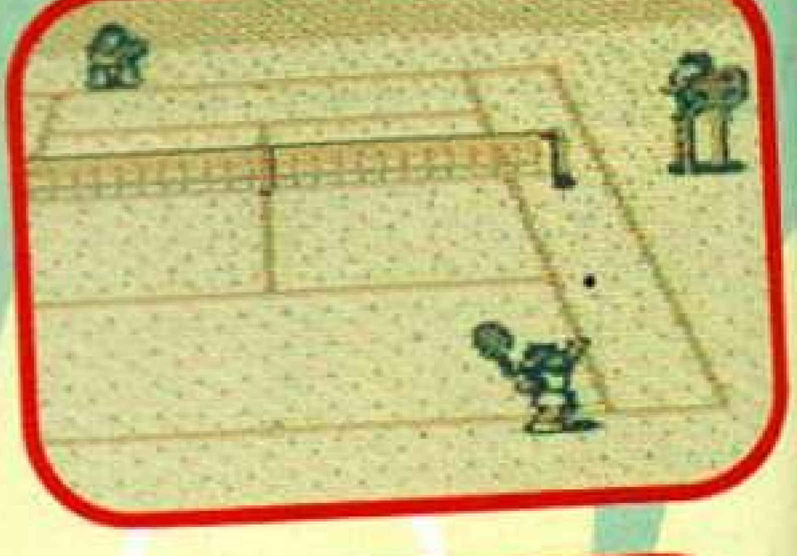
In keeping with Nintendo's winning formula for tennis games Top Rank employs their popular forced perspective presentation and builds upon the already superb gameplay of the original. One last thihng is that Top Rank Tennis portrays a slightly more serious image and so, to this end, we promise not to smile during the review. Not once.

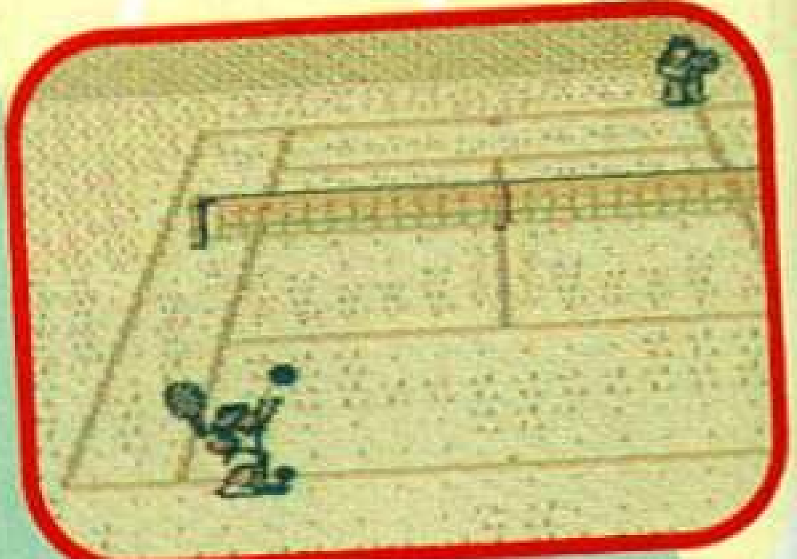


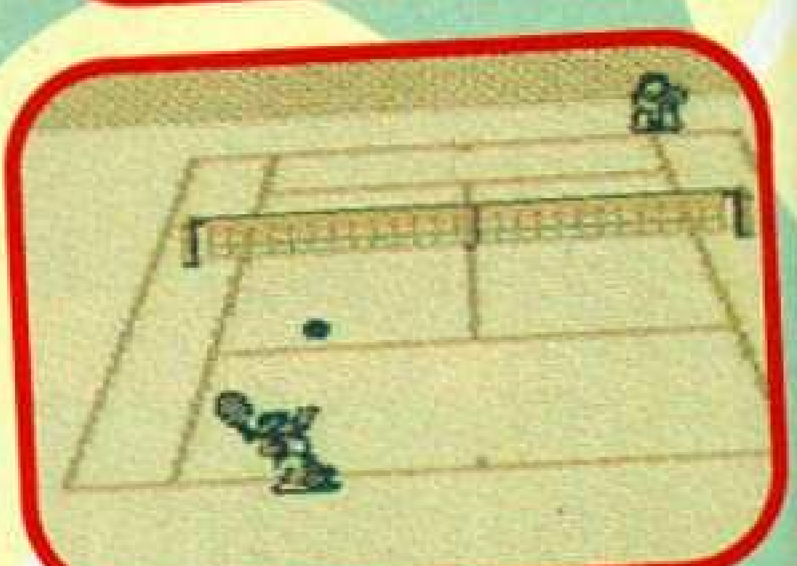
▲ Famous Celebrities Playing Tennis - Number 1 in an ongoing series: Tommy Cooper. "Heh-heh-heh. Ball, racquet. Racquet ball. Heh-heh-heh, just like that..."

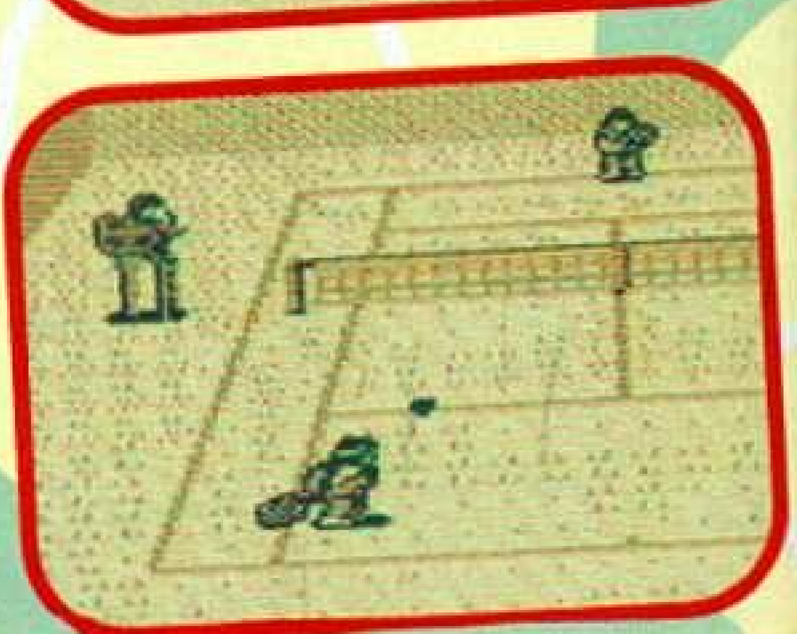
COURT MARSHALLING

When taking a rest from the pressures of the tournament mode players may play single matches against whoever they please. This is also a good time for becoming accustomed to the various court surfaces encountered in tournament mode. There are four in al and they are clay, grass, indoor and hard surfaces. All of these affect the bounce of the ball - clay, especially, is very unpredictable whereas the others affect speed more than anything.







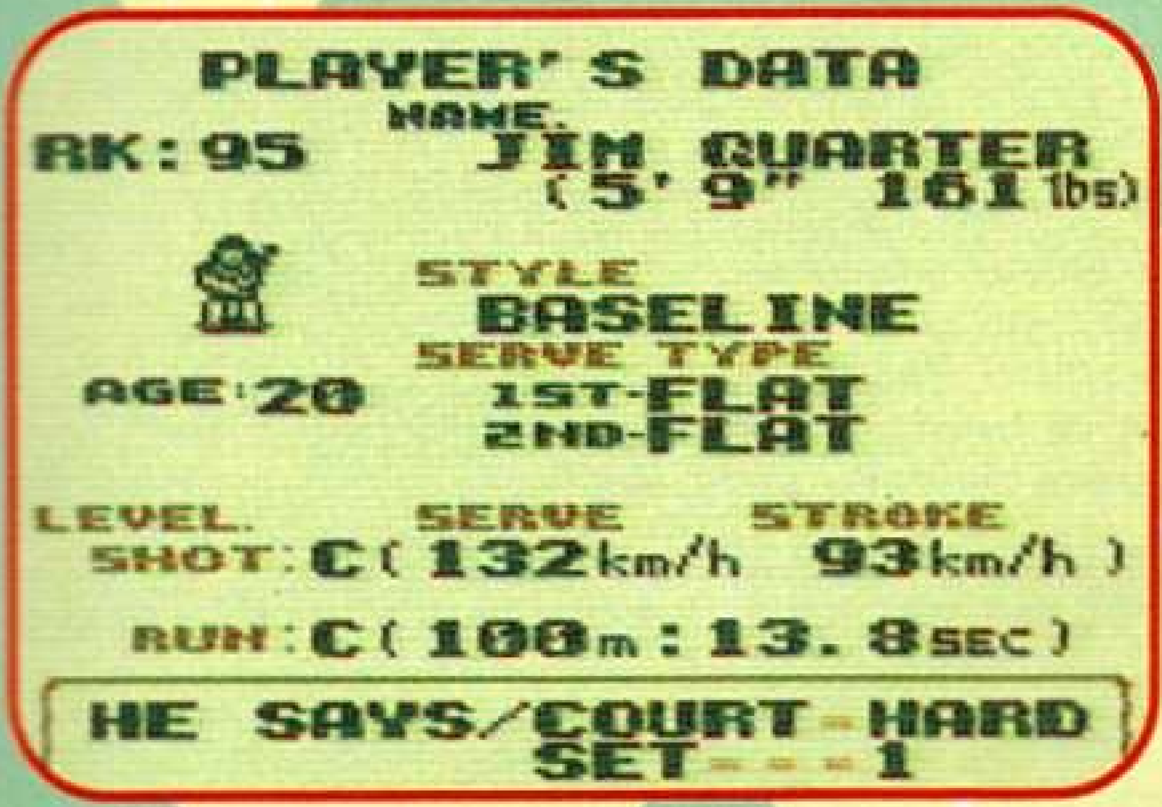


COMMENT

PAUL

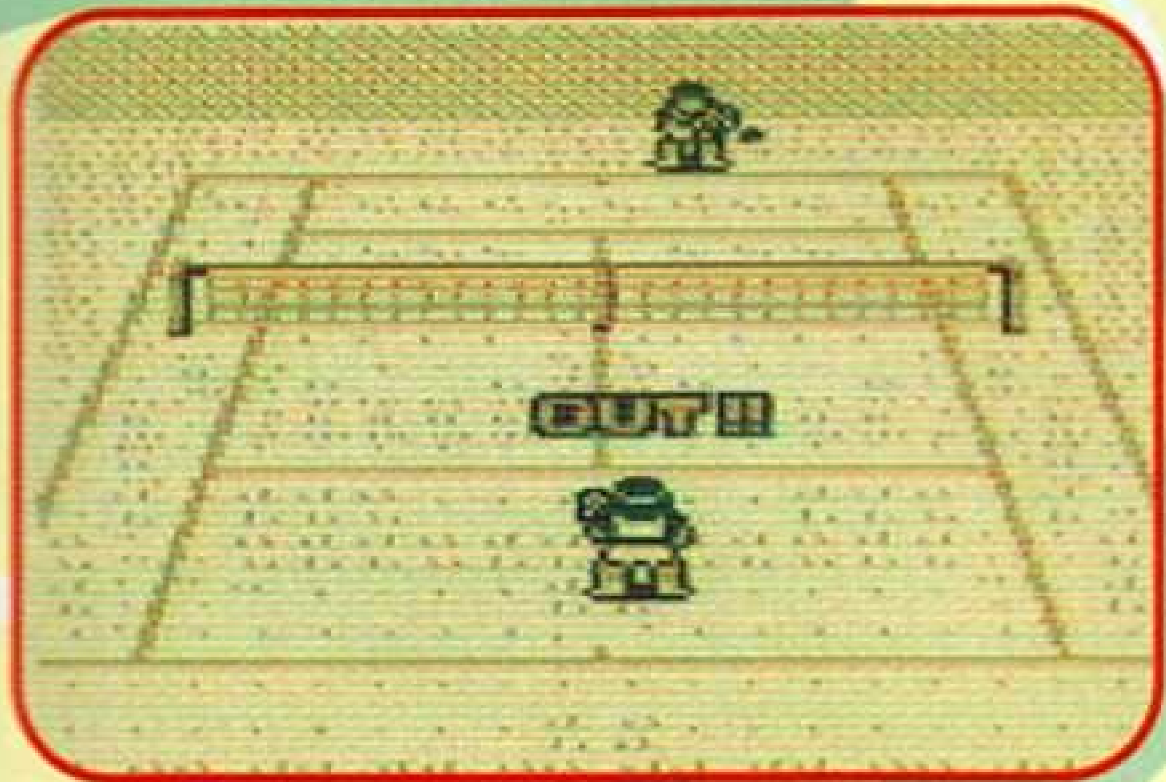
Having never played the original 'Tennis' on the Game Boy much I can't really comment on the less obvious improvements made in Top Rank Tennis. What I can say is that the game plays very similarly to Super tennis on the Super NES which is a huge commendation in itself! It isn't quite so smooth or instinctive but the difference is hardly worth complaining about when you consider the limitations of the smaller machine. The ball is always easily followed as it doesn't blur too badly and the players respond as you'd expect them to - there's no battling against an awkward control method before coming to terms with the actual game in this instance. It's just a straightforward, no messing about and may the best player win situation from the start. Having the use of all four buttons is a superb idea and gives players much more scope for setting the opposition up with sneaky shots and then following through with more devious returns. Needless to say that the four player option broadens the game's appeal also. single players needn't worry either, the computer controlled opposition are every bit as skilled as most people and they don't fall easily to the same old shots as in Super Tennis! All in all this now stands as the definitive Game Boy tennis title and is highly recommended to anyone.

RANK
NNIS



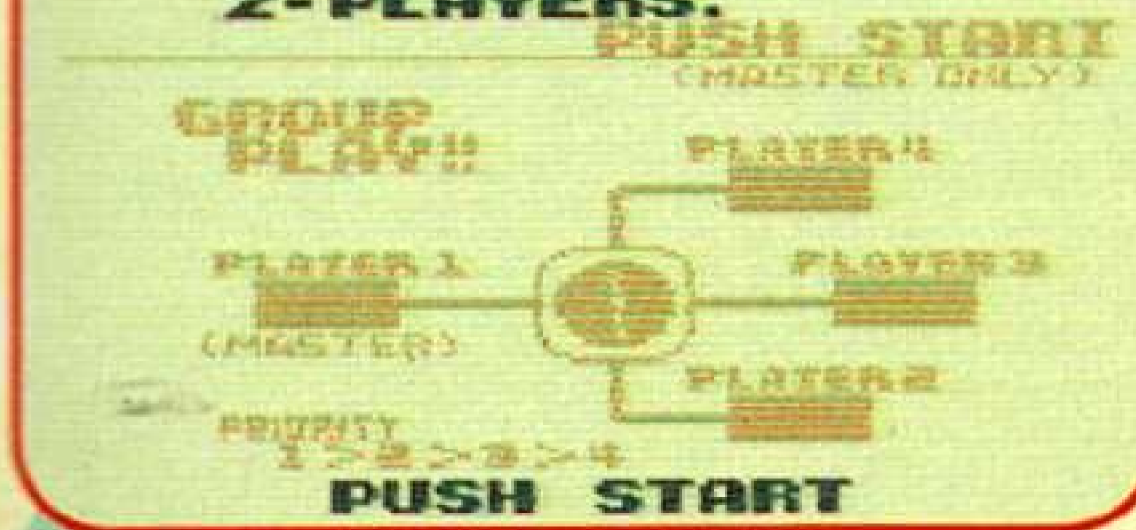
PLAYER'S DATA
NAME.
RK:95 JIM QUARTER
(5' 9" 161 lbs)
STYLE
BASELINE
SERVE TYPE
AGE:20 1ST-FLAT
2ND-FLAT
LEVEL. SERVE STROKE
SHOT:C(132km/h 93km/h)
RUN:C(100m:13.8SEC)
HE SAYS/COURT-HARD
SET---1

▲ There I was, all ready to do this hilarious 'Famous People' caption, but - oh no - 'do this locker room shot' said Dave. Grumble, moan...

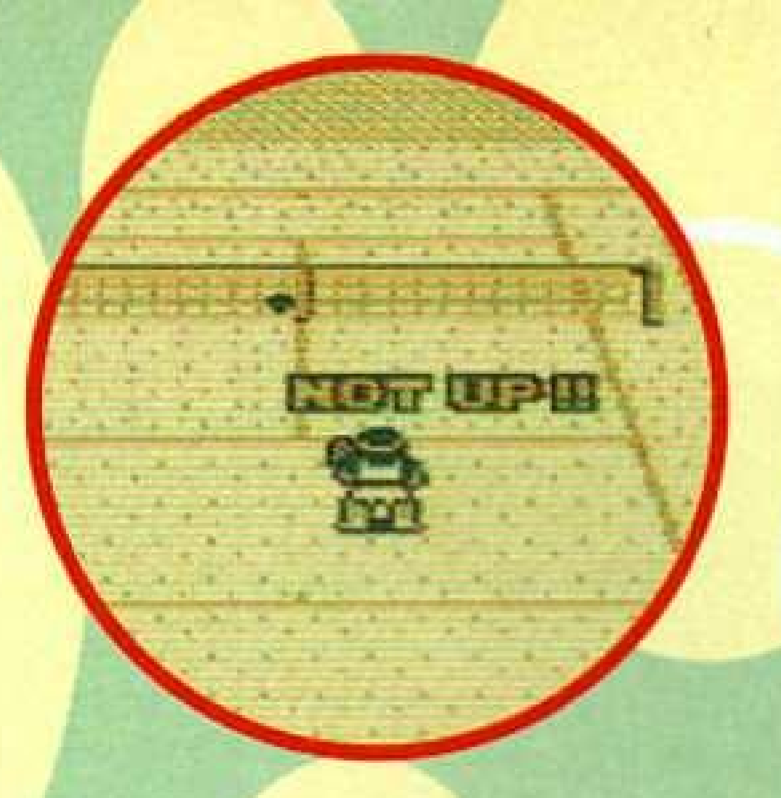


ANY ONE/ FOUR TENNIS?

Even Super Tennis for the Super NES only provides, two-player matches. Though this becomes more exciting as players pair up as doubles the matches are still limited to being against the computer. Top Rank Tennis, however, allows the compatition of up to four players at the same time, which inevitably means that two pairs of human players may compete in a true doubles match! This is made possible by use of the four-player multitap, previously only of use with F1 Race and another inferior tennis game when compared to this.



SELECT # OF PLAYERS.
▷1-PLAYER.
2-PLAYERS.
PUSH START
(MASTER ONLY)
GROUP PLAY!!
PLAYER4
PLAYER1
(MASTER)
PLAYER3
PLAYER2
PRIORITY
1>2>3>4
PUSH START



THE CHANGING ROOM

In 'tournament' mode players may work their way up the seedings in the hope of becoming number one, and progression is made by challenging then winning those placed higher in the ranks. Yet before any of this happens the character of your chosen player is open for some alteration. After naming your player there are two vital attributes open to change, these being the type of shot your player uses and the speed at which he moves. Though crafting the fastest, most powerful player is tempting this doesn't necessarily make for easy victorys. Only by choosing the playing style that suits you and exercising some skill is any progress made.

COMMENT

ANDY

Unlike Paul I have played the original Game Boy Tennis game, and this is far better. It offers more styles of shot and in this respect it is on par with Super Tennis on the Super NES. In addition, the programmers have been very brave in adding a four-player mode and this definitely adds more lasting appeal to the game. However, that's not to say that the game is without its faults. The opponent sprite is constantly flickering, and this proves rather irritating to say the least, and it also obscures the ball at times. Despite these problems, though, I still rate Top Rank as the best Tennis game for the plucky handheld - mind you, the competition is hardly plentiful, so make of that what you will. However, for me, this will definitely do for now.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	☐	☐
ACTION	■	■	■	☐
CHALLENGE	■	■	■	☐
REFLEXES	■	■	■	☐
ORIGINALITY	■	☐	☐	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	☐
WEEK	■	■	☐	☐
MONTH	■	☐	☐	☐
YEAR	■	☐	☐	☐

PRESENTATION 84

▲ A laughable but adequate title screen and loads of game tweaks are possible.
▼ The title screen features a pir of blokes waving their backsides around which is a distasteful kind of display in any situation!

GRAPHICS 87

▲ The graphics serve their purpose well in that they are clear and unfussy.
▼ No frills.

SOUND 82

▲ OK music and alright sound effects. There's a surprising amount of sampled speech in here too!
▼ Unfortunately the speech is very rough and not a great feature.

PLAYABILITY 90

▲ As playable as playable can be. Convincing ball control allows players to concentrate on developing their skills - not their excuses.

LASTABILITY 87

▲ The computer opponents are tough so achieving the position of top seed is a good challenge. Of course it is a superb two, three or four-player game as well!

OVERALL 89

The most complete and playable Tennis game available for the Game Boy.

REVIEW

GAME BOY

POPULOUS
TUTORIAL
CONQUEST
CUSTOM

CART SPEC

- **BY:** IMAGINEER
- **PRICE:** £24.99
- **RELEASE:** OUT NOW
- **GAME TYPE:** STRATEGY
- **CART SIZE:** 1 MEG

GAME INFO

- **PLAYERS:**
1
- **CONTROL:**
Joypad
- **GAME DIFFICULTY:**
Medium/Tough
- **CONTINUES:**
Infinite
- **RESPONSIVENESS:**
Slow
- **1ST DAY SCORE:**
COMPLETE THREE WORLDS
- **GAME ORIGIN:**
Originally programmed by Bullfrog for the 16-bit computer market. Populous is still enjoying success across other console formats.

CONTROLS

- **HOW TO PLAY:**
Monitor the develpoment of your followers' setlements by cultivating the land - making things easier for them. Defeat the evil followers in battle.

A Raise/ Lower an area of land

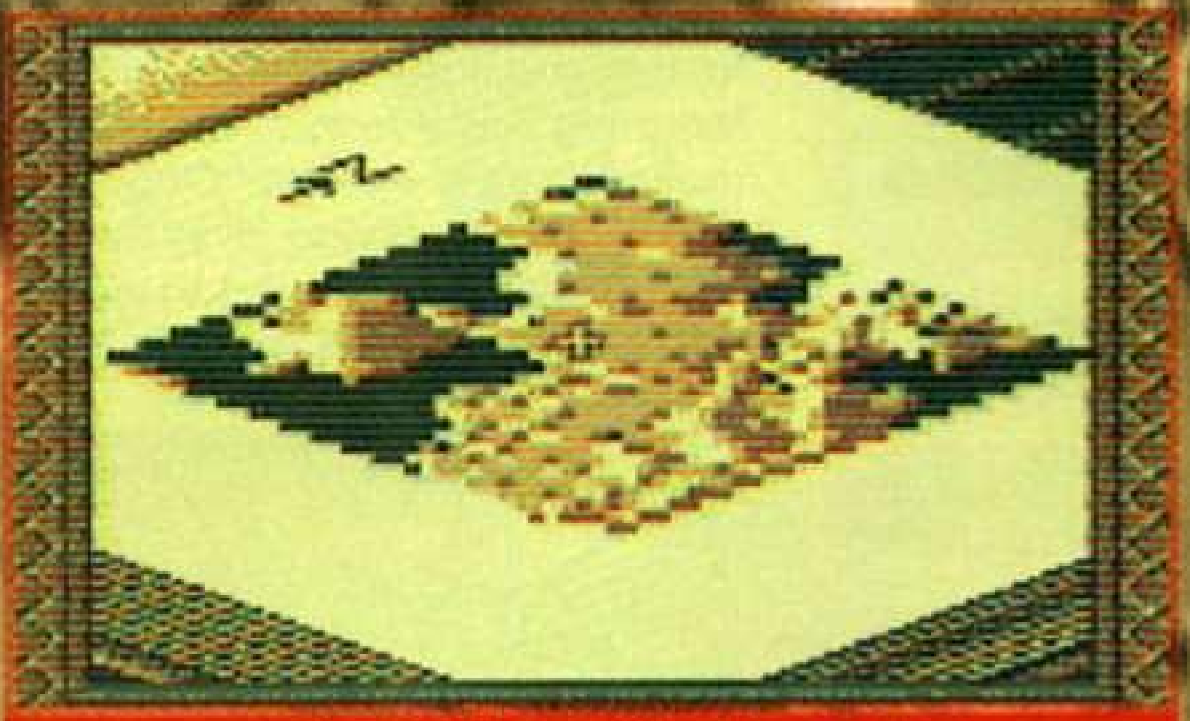
B Raise/ Lower a large area of land.

S START BUTTON: Selects the icon selection screen.

S SELECT BUTTON: Selects the 'Book of World'.

The Game Boy embarks on some ambitious projects at times. Now it appears that this tiny unit is getting too big for its batteries, by making a bid for world domination! Thankfully, it's not our world that the little tyke has in its ROM for the taking, but 5000 other worlds in an imaginary universe, all of which are currently inhabited by evil forces.

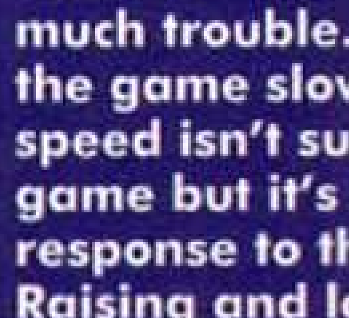
Of course, our miniature powermonger is artificially intelligent enough to enlist the help of a similarly power-crazed human being. Together they monitor the progress of a smattering of humans in their fight against a particularly nasty group of people in these 5000 locations. By successfully guiding the good guys they 'go forth and multiply' - as is tradition for all followers who aim to please their masters - and eventually overcome their wicked adversaries, leaving the whole world as their playground. Hurrah! However, it's not just evil people causing the problems. The many worlds each have geological tendencies and restrictions which impose the progress of our good men. Unperturbed man and micro-machine have the power to make light of all these problems. If you fancy the idea of being a supreme kind of person, here's your chance!



BOOK MARKS

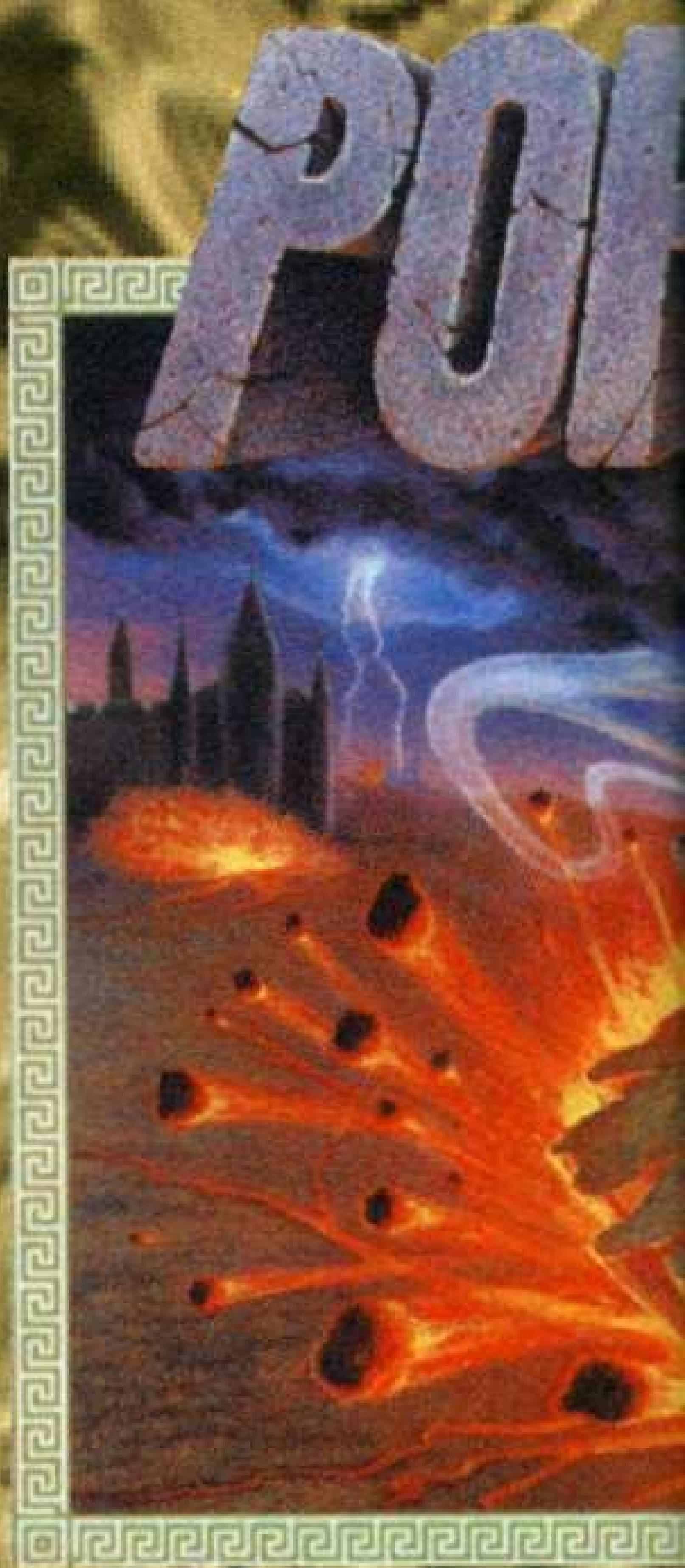
The 'Book of Worlds' acts as an easy point of reference to the position of both yours and the enemy's forces. Both sides are represented by flashing dots. On the Game Boy's small screen this has the danger of being unclear but, in fact, works very well.

COMMENT



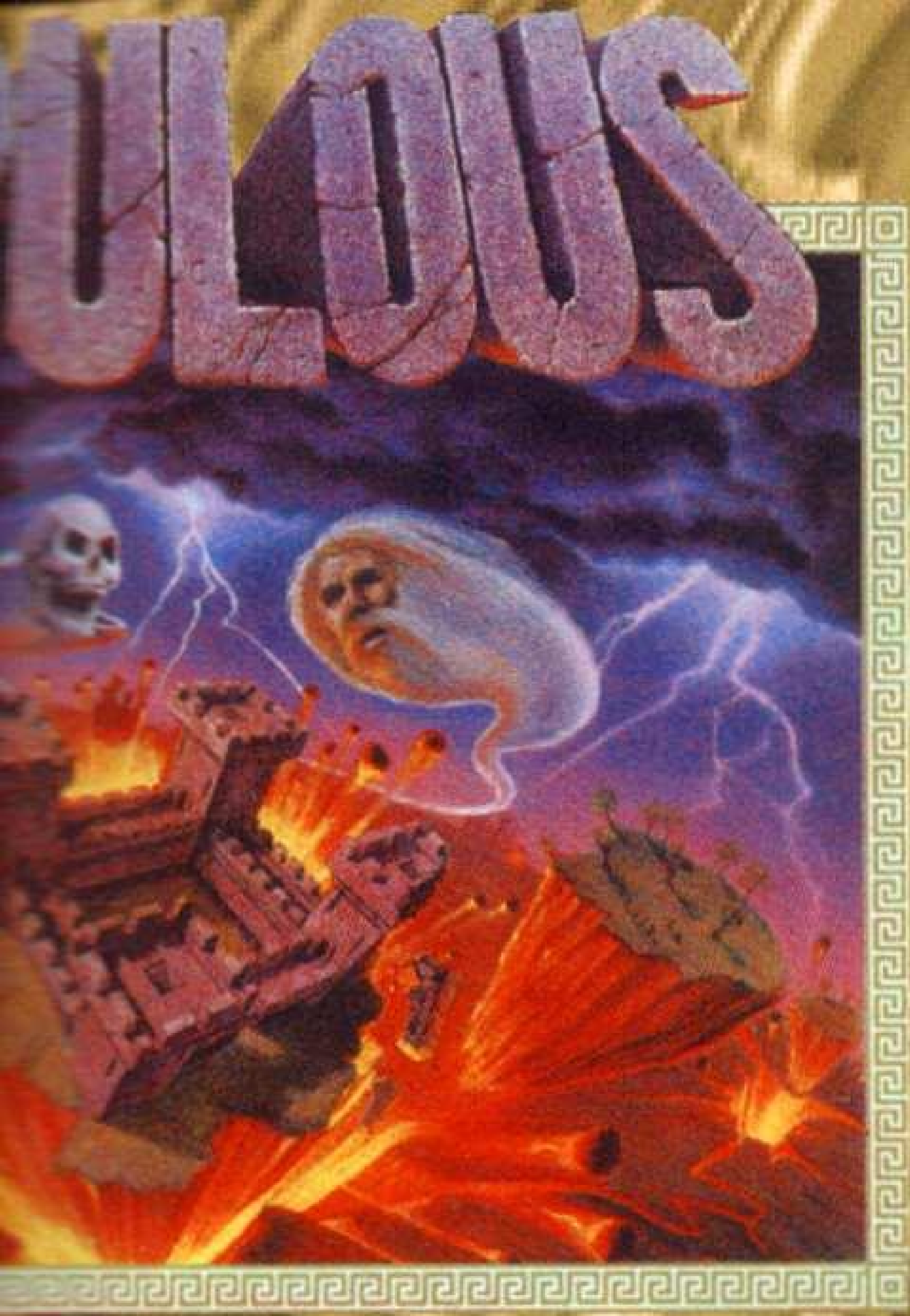
PAUL

It's about time that somebody brought Populous to the Game Boy. The classic gameplay is intact and refined especially for the small screen and, on the whole, it works very well. Naturally everything is minute, but monitoring the movements of followers is usually possible without too much trouble. On the down side I found the game slowed down on occasion.OK, so speed isn't such a necessity in a strategy game but it's always nice to have a quick response to the requests of the buttons. Raising and lowering the land soon becomes laborious under these circumstances. Elsewhere the elements that made this game so appealing about four years ago still remain. Like Lemmings, Populous is a classic title and Imagineer's conversion from the larger, 16-bit machines loses little of the original qualities in the transition.



RAISE 'N' RAZE!

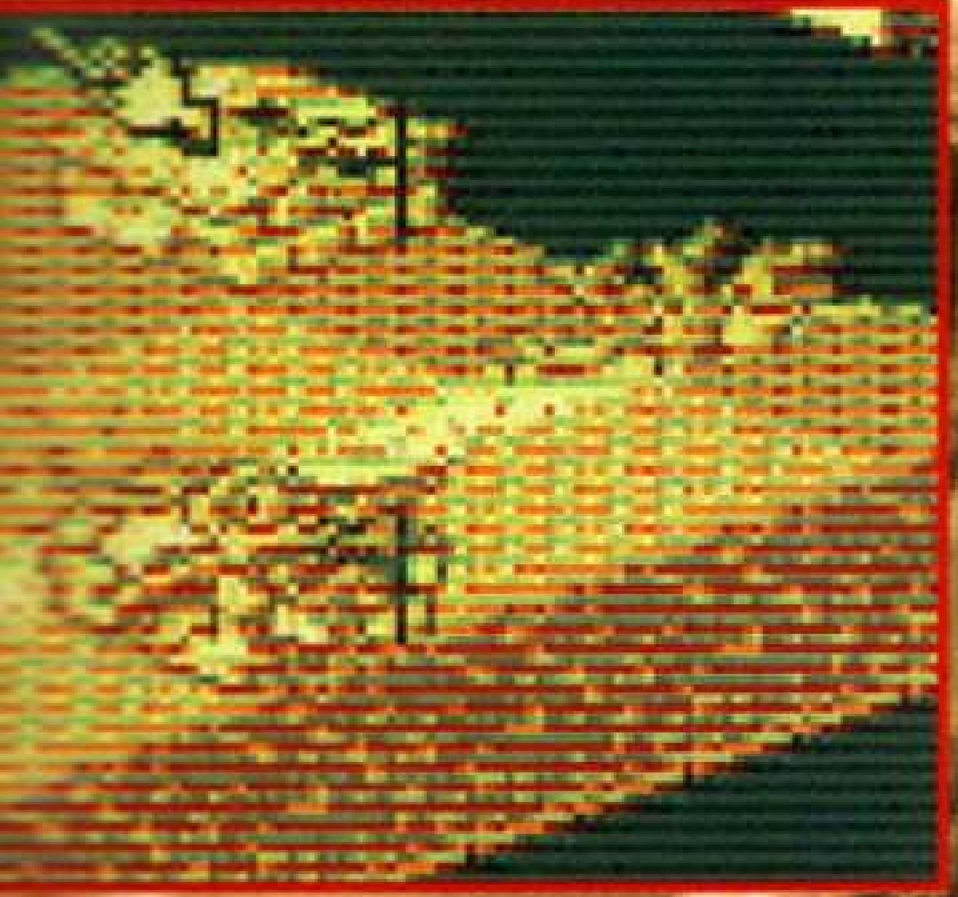
As the status of the world's inhabitants relates to the state of their habitats, it helps that there are decent foundations for them. Land is lowered and raised to suit your followers' needs, but there are plenty of obstacles to stand in the way of construction. The rocks and trees may look fine under normal circumstances, but do little to assist the stability of your average fort. Such items are easily uprooted by removing the land from beneath them.



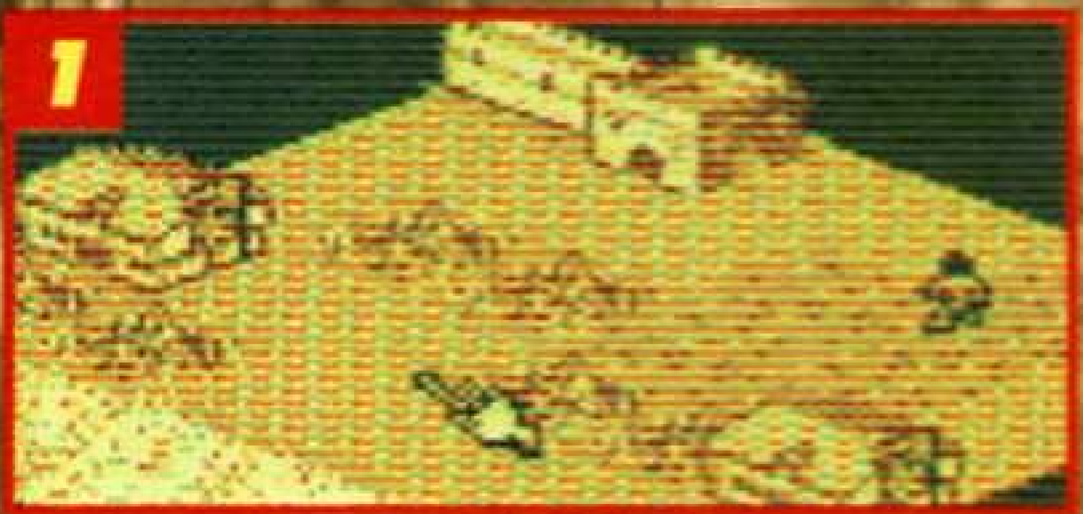
COMMENT

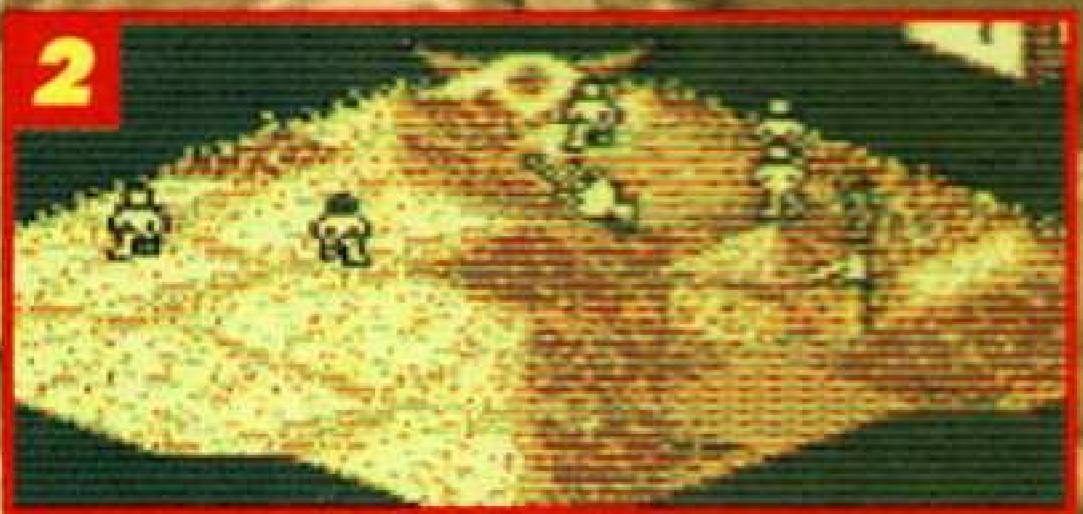
STEVE

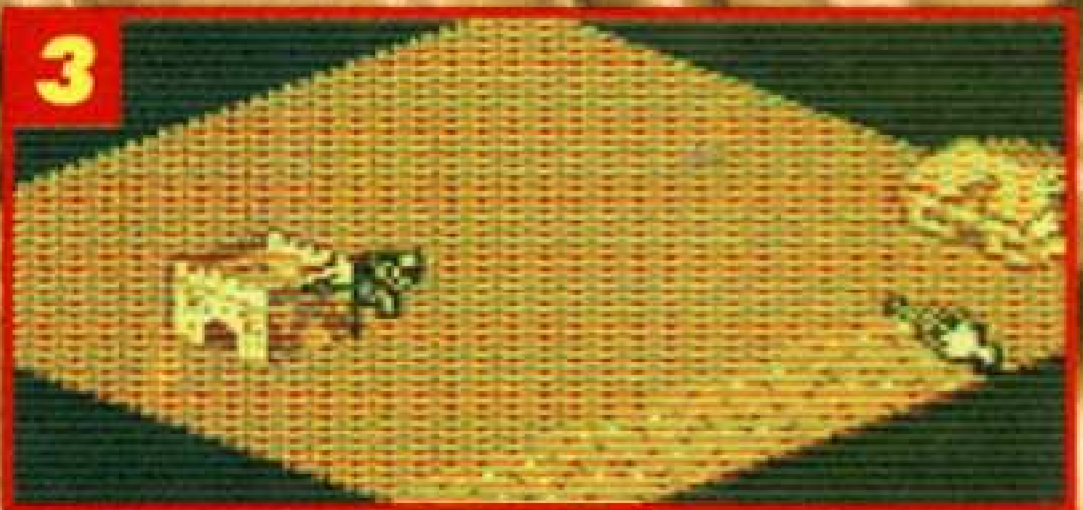
It never fails to amaze just what can be crammed into the Game Boy, and it was with some surprise that I saw Bullfrog's classic 'God Sim' make it to the little handheld. Whilst it's intricate gameplay won't win it any new fans, Game Boy owners who fancy something a little more demanding will be extremely pleased with Imagineer's conversion. All the features which made the original Amiga game so popular seem to have survived in some way or another, and the deep gameplay - if a little slower in this version, and harder on the eyes - is still as engrossing as ever. If you're sick of countless licence and want to run amok in the heavens, this should be right up your street.

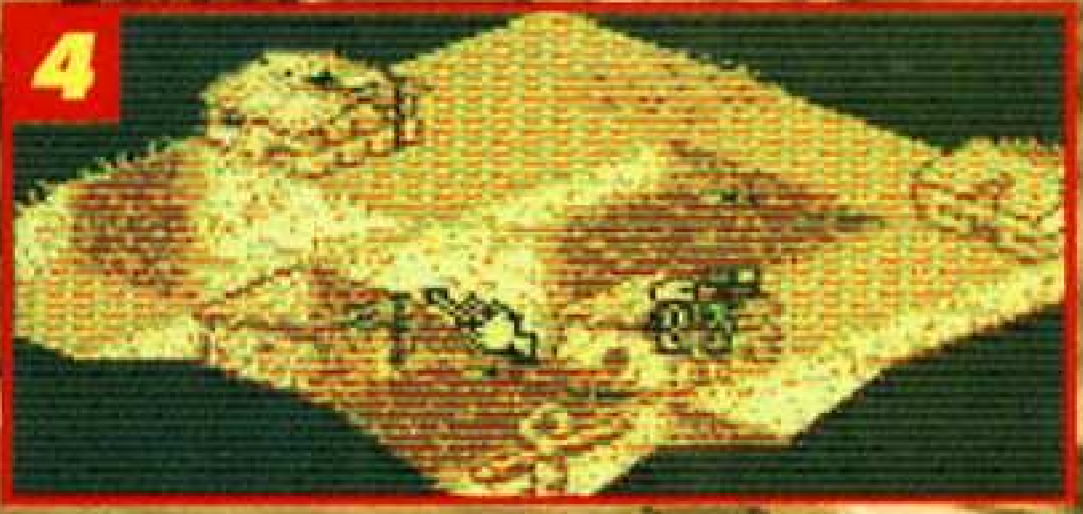


◀ They may not be interesting to look at but, hey, it's the gameplay the matters. Probably.









WHERE'S YOUR MANNA?!

As supreme being over all worlds, the player has an array of specialised powers to exercise in extreme cases. The ability to do so is proportional to the amount of inhabitants currently enjoying life under the player's supervision. Apparently 'manna' is the source of benefit generated from their worship. How touching. Here are a few of these powers:

1.Swamp: Summon one of these and watch the evil doers' gurgling demise.

2.Volcano: A mass destruction tactic that throws the enemy's settlements into total upheaval.

3.Armageddon: If all else fails then calling for Armageddon causes both sides to amass into just two warriors, battling for supremacy in the centre of the world.

4.Knight: Choose the strongest of your followers and transform him into an Ivanhoe wannabe!

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	☐
ACTION	■	■	■	☐
CHALLENGE	■	■	■	☐
REFLEXES	■	■	☐	☐
ORIGINALITY	■	■	■	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	■	☐
YEAR	■	■	☐	☐

PRESENTATION 64

▲ All the game options are clearly laid out.

▼ There are a lot of plain text screens which aren't in the least bit attractive.

GRAPHICS 77

▲ Populous' graphical style is unique. It offers an interesting three dimensional perspective with much attention to detail.

▼ Though the Game Boy copes very well, the main sprites are all extremely small and a bit of a strain on the eyes at times.

SOUND 69

▲ Atmospheric....

▼ ....which usually means nothing at all with the odd strange noise. There is an option available for turning the music off. Take it.

PLAYABILITY 81

▲ The welfare of the player's followers almost becomes an obsession.

▼ It takes a while to adjust to the initial slow pace, especially if the player's used to the Game Boy's crazy shoot 'em ups and platform games.

LASTABILITY 83

▲ 5000 worlds take an awful long time in mastering.

▼ That's if the concept of the game doesn't become too tedious too soon.

OVERALL 81

An interesting long term challenge in a classic game. It moves very slowly along, however as it is a fairly ambitious title for the Game Boy.

REVIEW

Nintendo
ENTERTAINMENT SYSTEM

MEGA MAN
IV
PRESS START
PASS WORD

CART SPEC

- **BY:** CAPCOM
- **PRICE:** TBA
- **RELEASE:** AUGUST
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 4 MEG

GAME INFO

- **PLAYERS:** 1
- **CONTROL:** *Joypad*
- **GAME DIFFICULTY:** *Hard*
- **CONTINUES:** *Password*
- **RESPONSIVENESS:** *Not Too Bad*
- **1ST DAY SCORE:** *Complete Three Levels*
- **GAME ORIGIN:** *The latest in the long line of Capcom platformers, known as Rockman in Japan.*

CONTROLS

- **HOW TO PLAY:** *Guide Megaman through the nine platform environs which make up the game, defeating the super-villains who wait at the end of each one. But hey - keep an eye on his energy bar and lives meter, yeah.*

Ⓐ *Jump*

Ⓑ *Fire weapon*

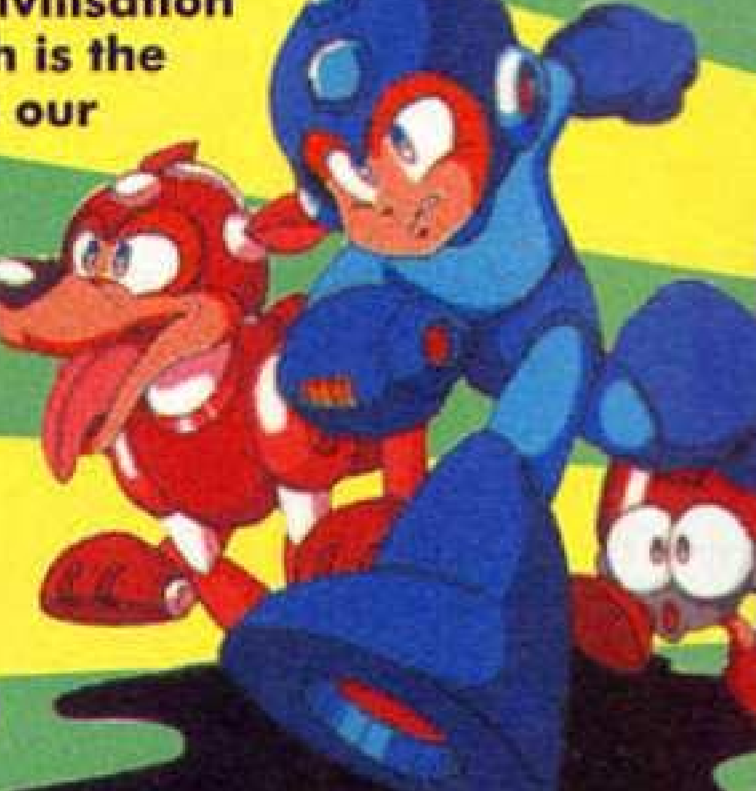
Ⓢ *START: Call up options*

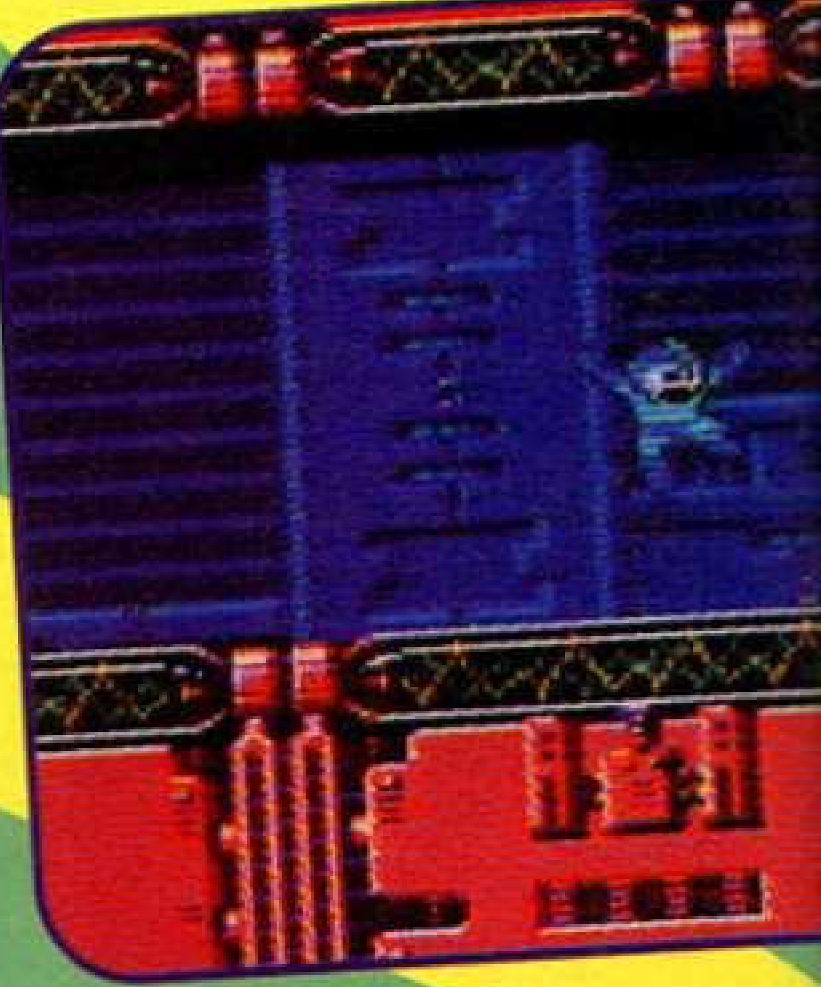
Ⓢ *SELECT: Nothing*

ME

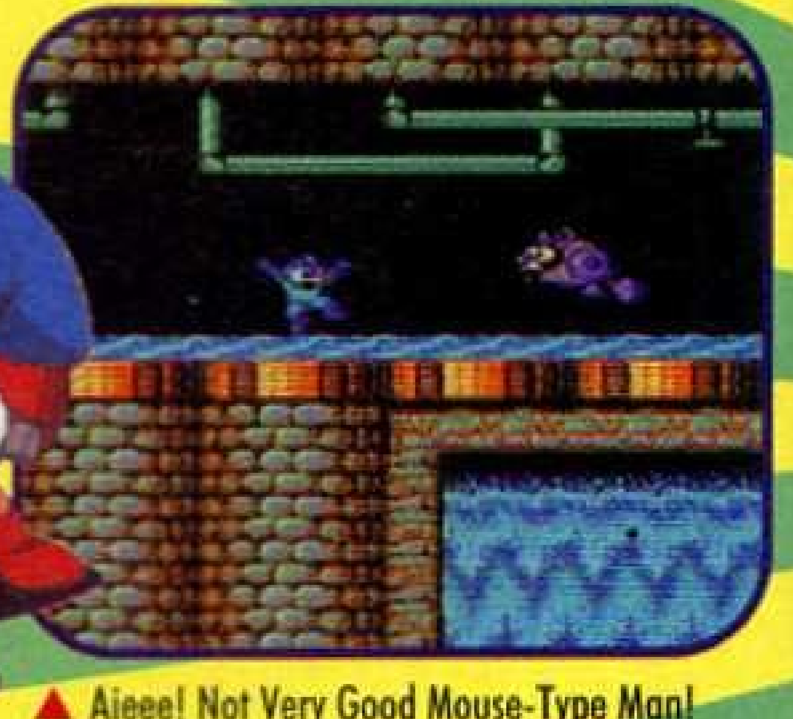
Megaman has faced up to some stiff competition before - Bomb Man, Flash Man, Fire Man, and Whirling Spike Pit Of Bleeding Man to name but a few. But now comes his greatest challenge, a foe even our super-heroic robot pal may blanch at the prospect of facing - Milk Man. This sick-minded, er, sicko stalks the streets before anyone awakes, planting fresh, creamy pintas on the doorsteps of local residents. After this, he goes home for a nice cup of tea, and perhaps a bit of hot buttered toast if it's chilly out. This isn't all though, as Milk Man has a dastardly team of other vile public servants patrolling his domain. Post Man, deliverer of bills and junk mail (along with birthday cards, pools winnings, etc) and Candy Man (out of Willy Wonka), purveyor of sweets - obviously a plot to rot the teeth of future generations and so undermine the entire foundations of society, bringing it to a new dark age, an anarchic revolutionary period of bloodshed and social collapse.

Of course, there was only one thing Megaman could do faced with such a brief - go and have a bit of a lie down with a damp cloth on his face. Once he'd recovered sufficiently from the shock of having fresh cow juice delivered to his house every day, our hero duly sets out to right all wrongs and save civilisation as we know it. Such is the mission with which our chum has been charged in Megaman IV, and it is your job to help him through the platform and puzzle-charged domains of his evil arch enemies, destroying them once and for all.

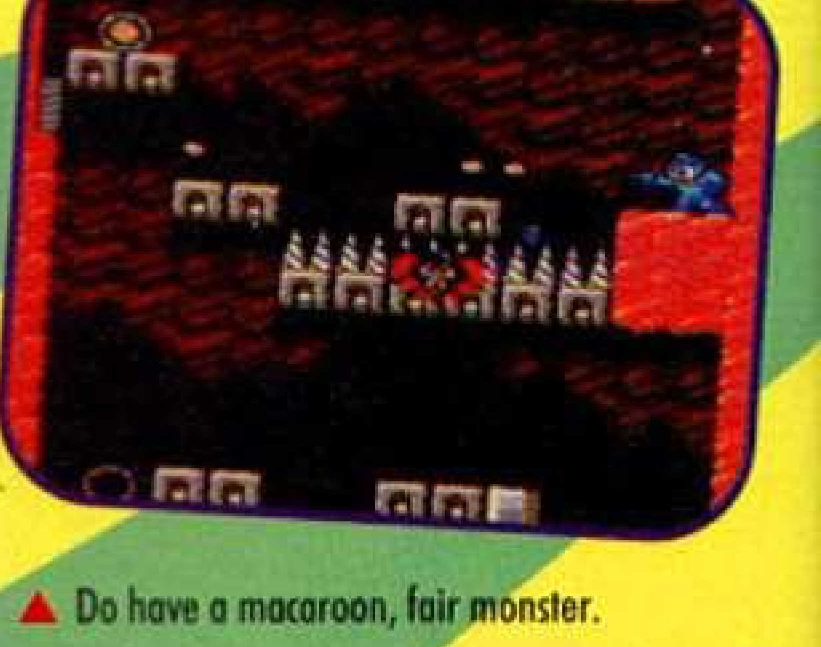




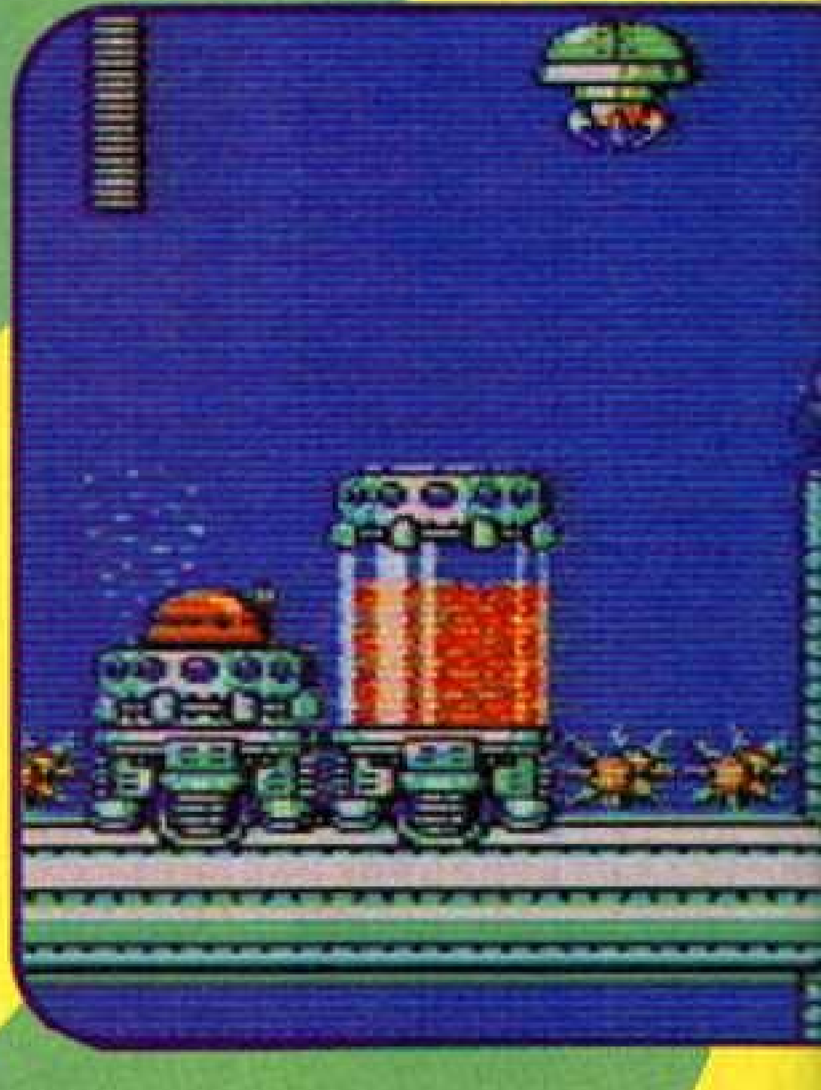
▲ Megaman is surprised to meet Glass Bowl and U



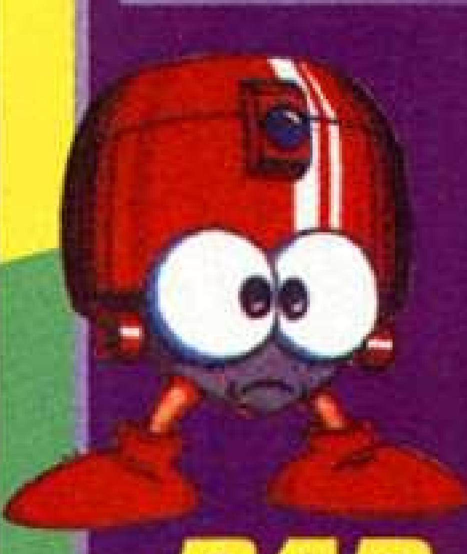
▲ Aieee! Not Very Good Mouse-Type Man!



▲ Do have a macaroon, fair monster.



COMMENT



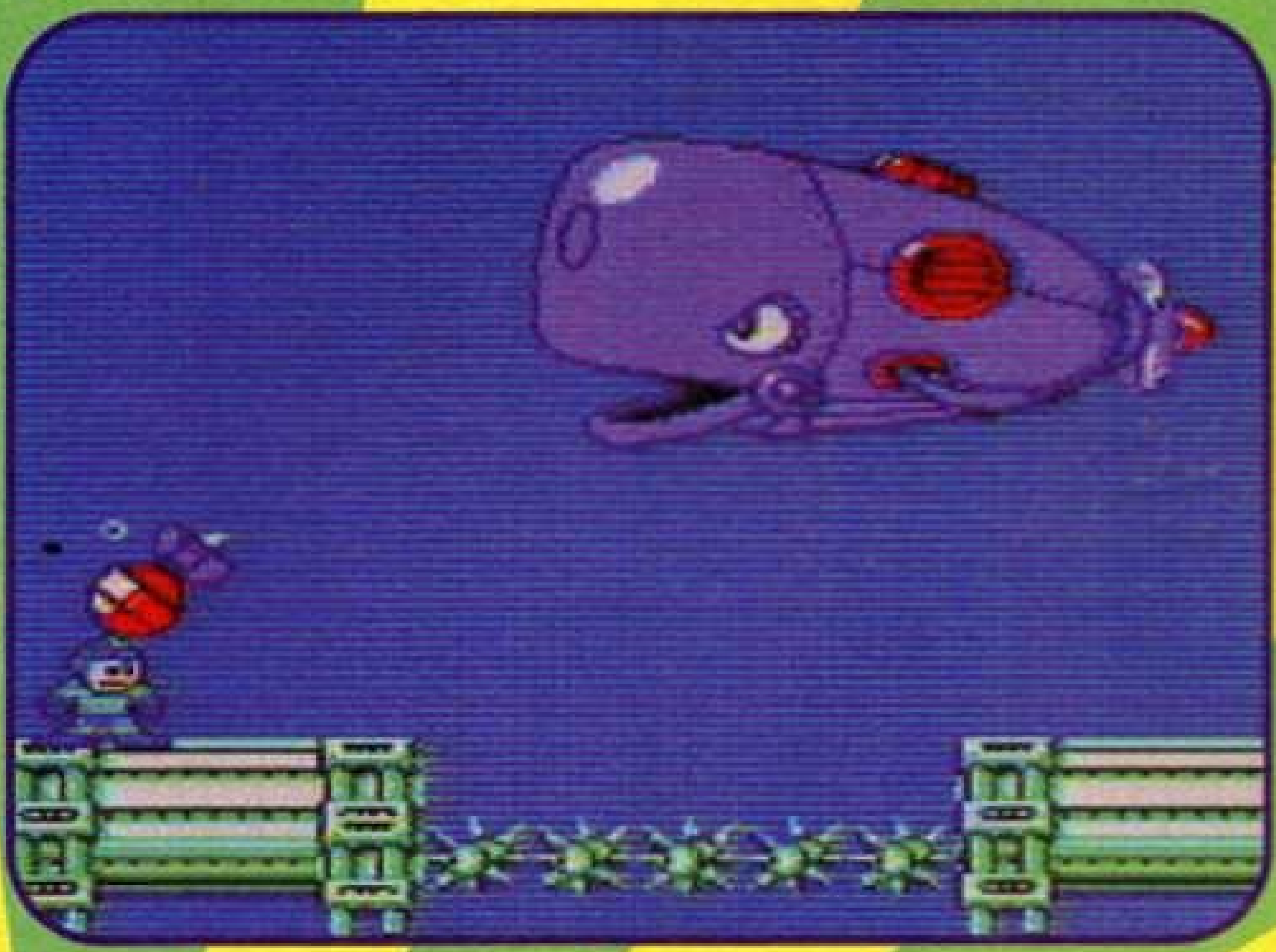
RAD

I can't honestly say I'm the world's biggest Megaman fan. Most of the games seem to have built their challenging reputation on the fact that most of the puzzles or obstacles are one long trial-and-error learning process. However, this is not the case with Megaman IV. This title is a lot more forgiving than its predecessors, with less of the flick-screen problems which generally landed the player in hot water unless they knew where they were going. The graphics are of the same impressive standard everyone expects form a Megaman game, although the sound is pretty dull - it's all the same tunes and effects from the previous titles. This is pretty true throughout the game, there's nothing much in this title which hasn't been done before. Basically, if you're looking for a challenging and excellent-looking platform game, Megaman IV is worth a look, but if you're not so fussy about the graphics, there are already better titles out for less cash.

GAMAN 4

REVIEW

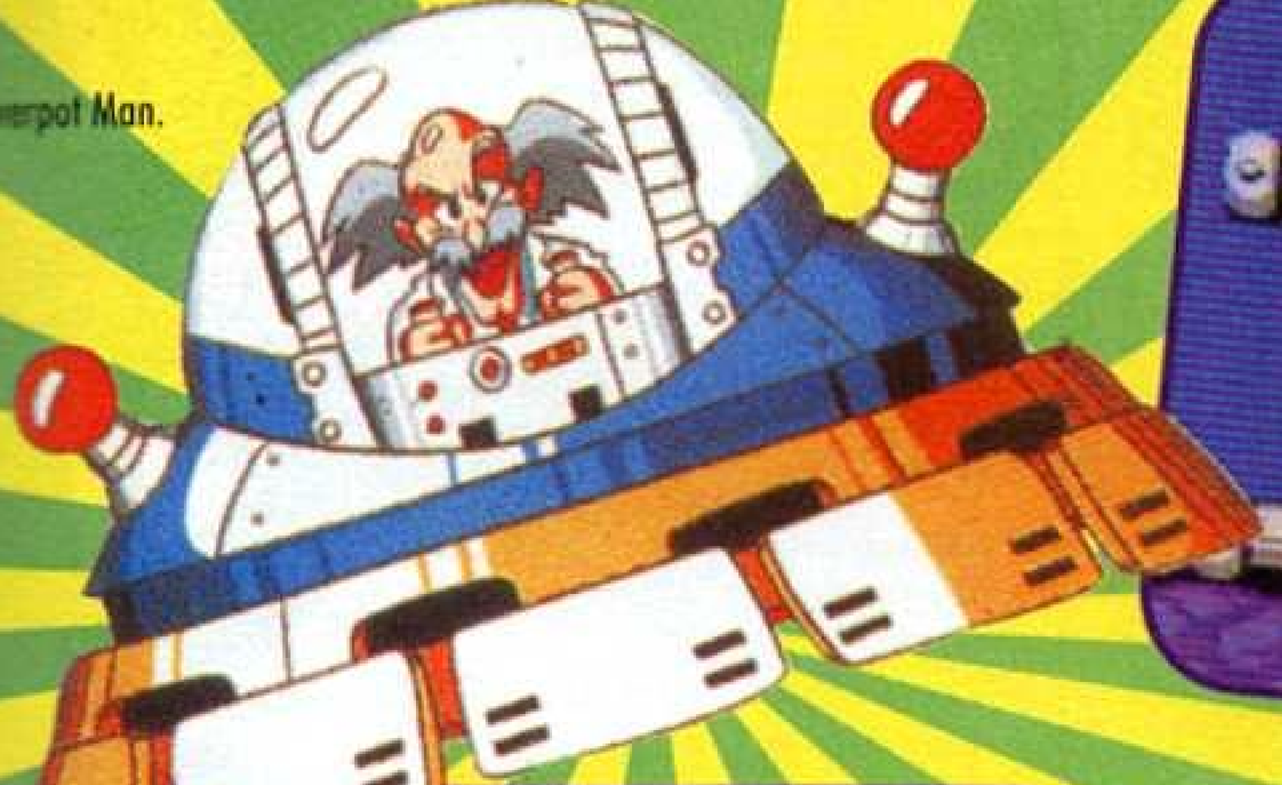
Nintendo ENTERTAINMENT SYSTEM



GRAB ANOTHER GUY'S WEAPON

Pressing the START button in Megaman IV doesn't just freeze the game, it calls up a huge selection screen. From here, Megaman is able to review his armoury. This arsenal is built up by defeating the enemy robots. Every time a boss is defeated their main weapon is passed on to Megaman, allowing him to select and use it weapon at any time. Not only this, but Megaman's sidekick canine chum, pal and all-round buddy, Rush, also benefits from extra weaponry left after defeating a boss. Rush makes a cameo appearance every time one of his talents is selected, teleporting away from the scene once his job is done. However, both Megaman and Rush have only a limited number of uses for their chosen weapons, with an on-screen energy bar serving as a constant reminder to the draining power of the stolen hardware.

Flowerpot Man.

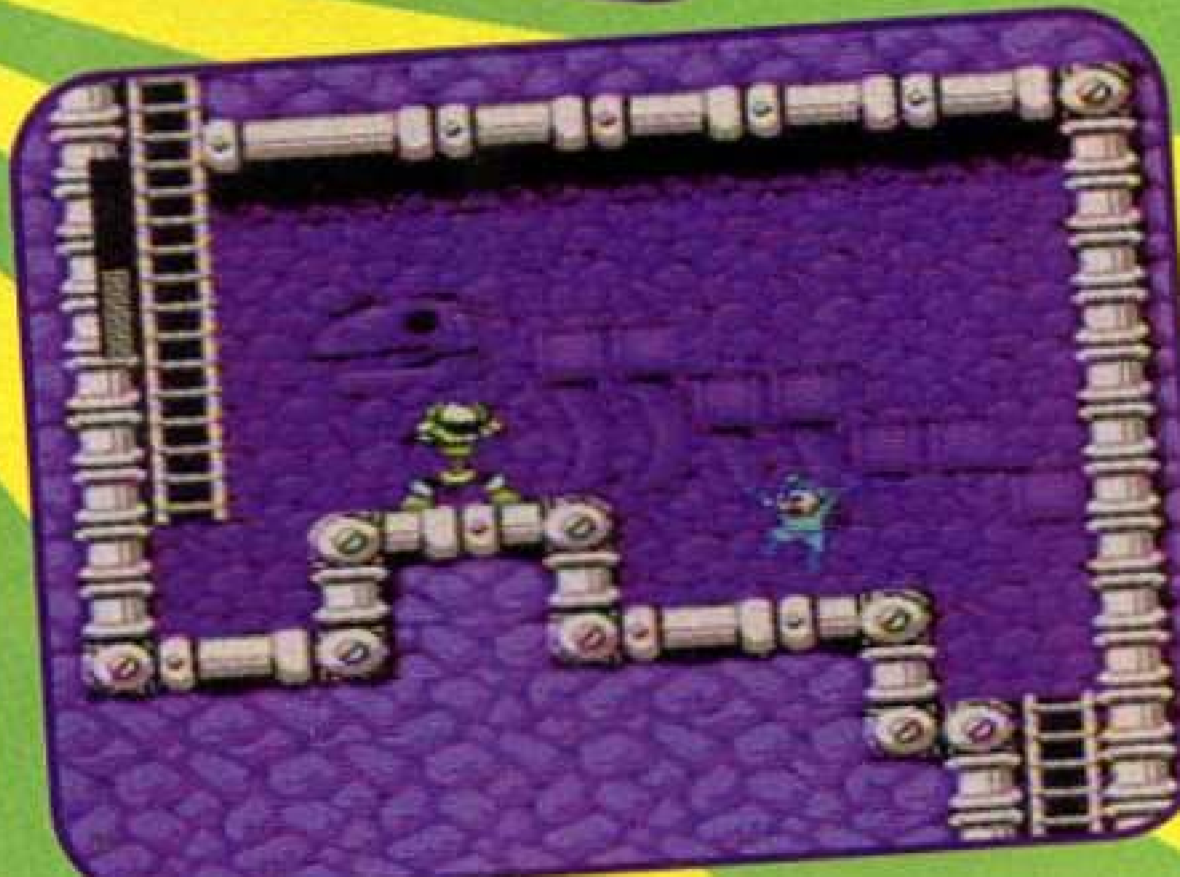


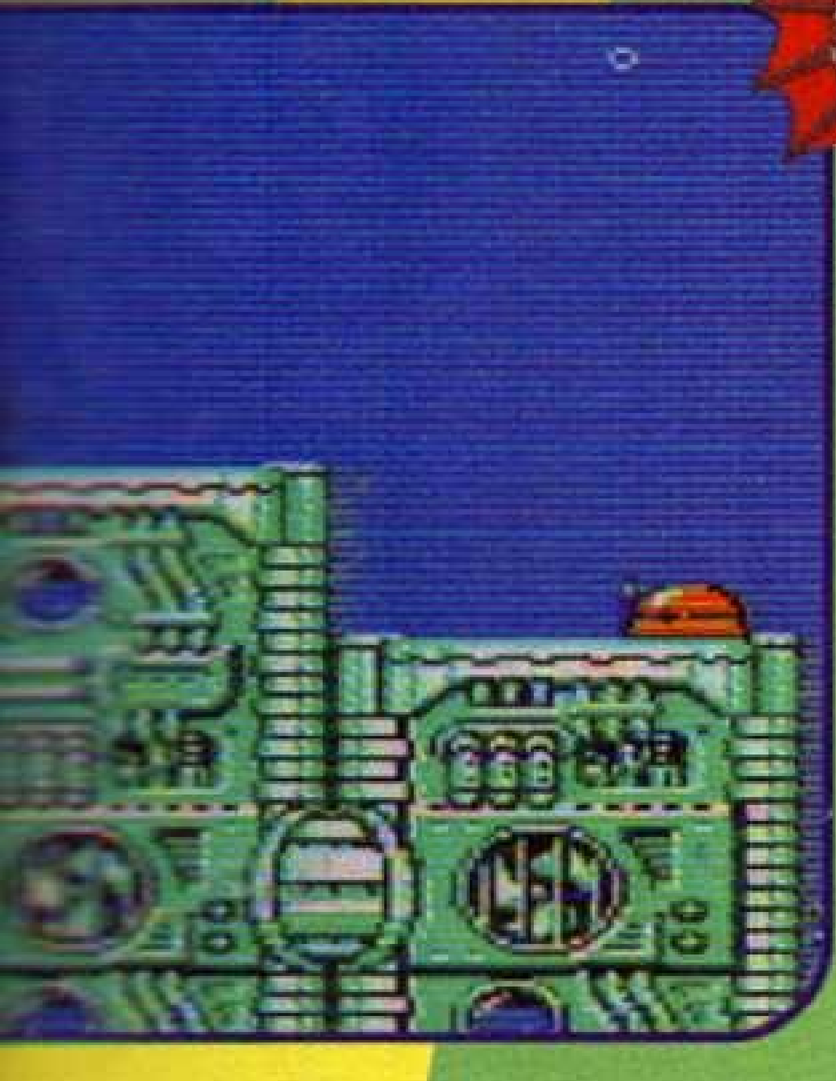
◀ Argh it's horrible! Megaman flees the horror that is... Welding Mask Man!!

COMMENT

STEVE

Well, Megaman is back - again - and once more it is time to curse his lack of speed and the unfair nature of the game in general. You want to lose energy needlessly when the things you're shooting at miraculously avoid your concentrated fire? It's here. You want to be stunned mid-leap by an unavoidable enemy as you jump across a large hole? That's here, too. Whilst Megaman IV may indeed offer more to jump and shoot than its predecessors, it's tedious stuff and too derivative of the past games in the series. If Megaman is to make it into a fifth NES adventure, then I just hope Capcom completely rejig the game rather than simply rehash what they have here. Megaman has never looked so tired, and even his most die-hard fans may find their patience stretched too far here.





▲ What do you mean you don't like these macaroons. My Mum made them!

BROTHERHOOD OF MAN

In Megaman's latest outing he has a large number of deadly enemies to deal with. All of these dastardly opponents are detailed here.

1. SKULL MAN This boney chap has a domain populated entirely by skeletons and other undead types. Beware of the deadly bone collaborations which rebuild themselves after being destroyed.

2. BRIGHT MAN Bright Man controls all light, and shooting certain enemies in his stronghold turns all the lights off. However, it's possible to re-install the luminescence by shooting other enemies, which let off fireworks when killed.

3. DUST MAN Savagely emptying your dustbins whilst your back is turned, Dust Man... actually, that's a lie. Although it must be said Dustman does live in a fortress created entirely out of household refuse (and old chainsaws, funnily enough).

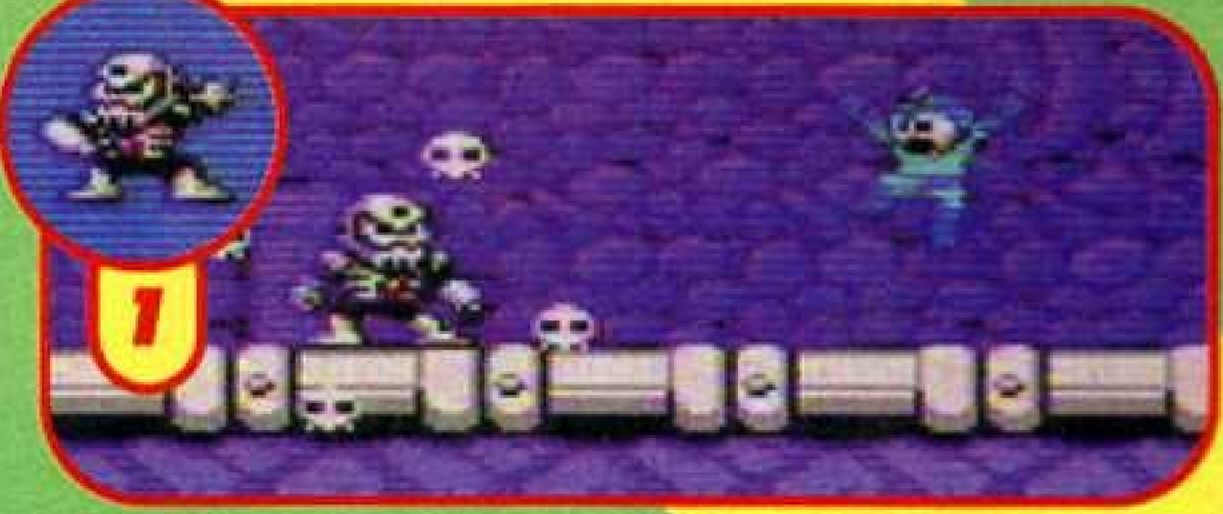
4. DRILL MAN Drill Man inhabits an old underground mine (as opposed to an overground mine). This level is stuffed with drills and all the other trappings of the mining life.

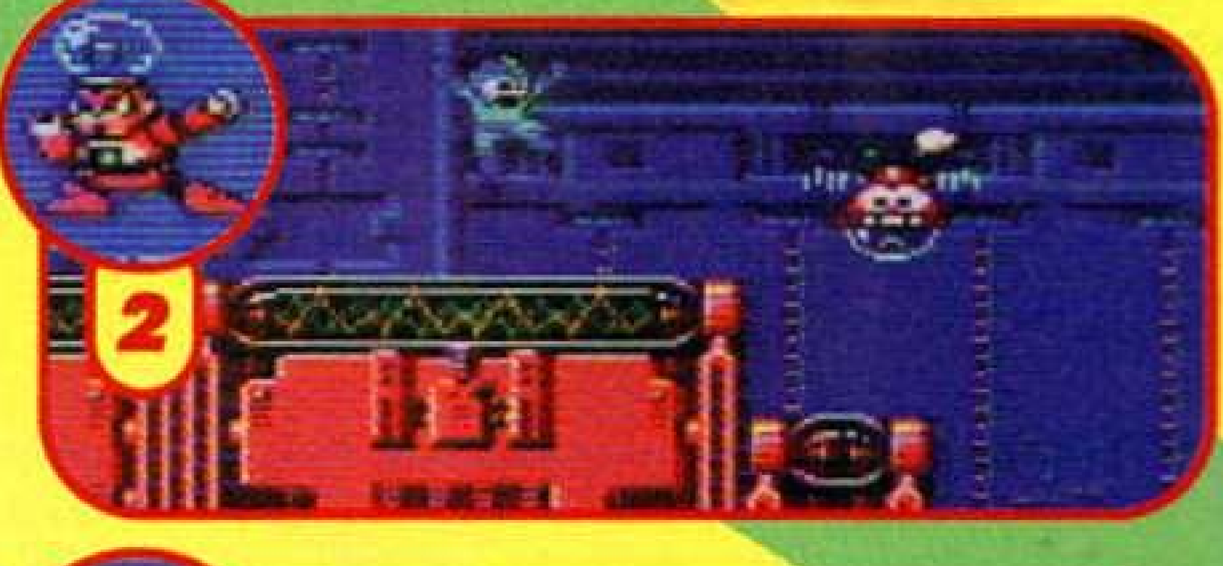
5. TOAD MAN Toad Man dwells in an environment where it is always damp and raining and there are plenty of sewers and ditches to retreat into when things get a bit scary. Unsurprisingly Toad Man is one of the softest enemies.

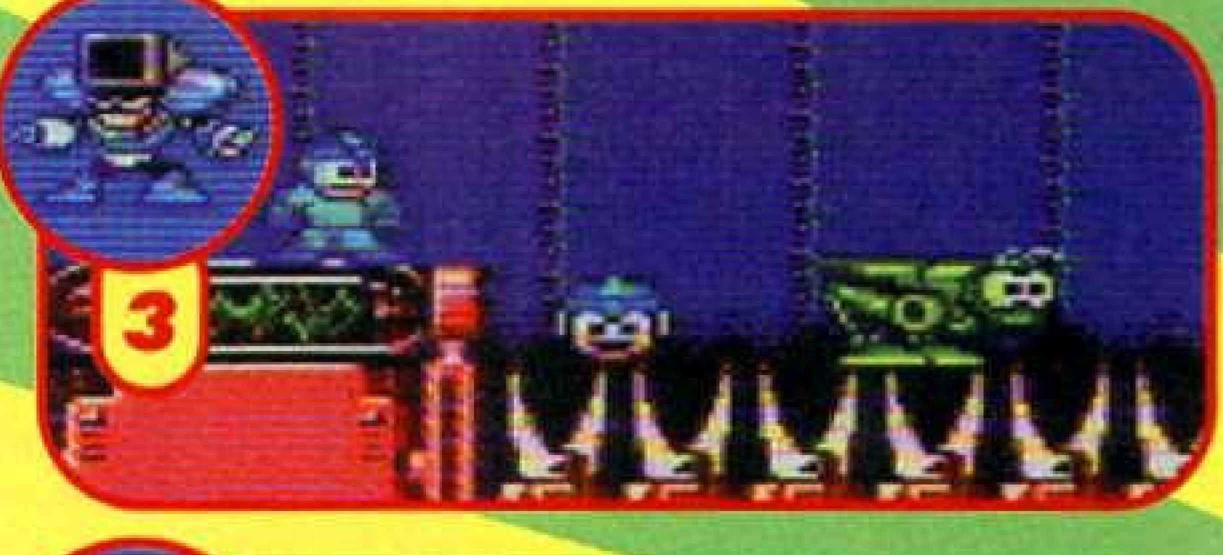
6. PHARAOH MAN Yes, it's that Egyptian king robot, dwelling in a world of pyramids and mummies which unravel their bandages and throw their gnashing heads at you! Not a level for the faint of heart.

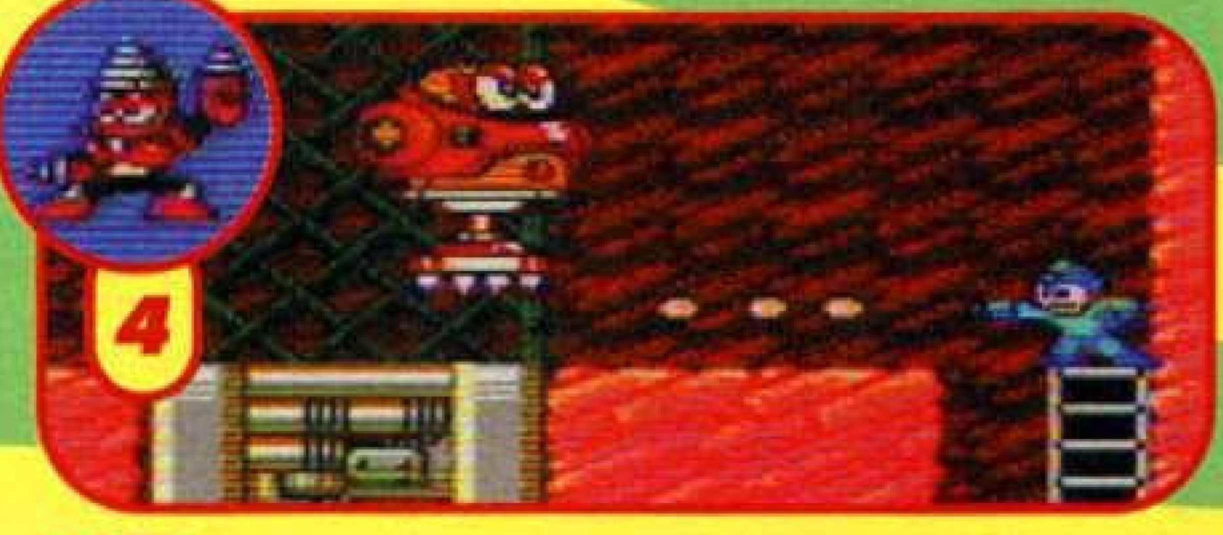
7. RING MAN This plucky character has an obsession with all things circular, and as a result his hideaway is stuffed with platforms which dissolve when Megaman treads on them and wall-mounted lasers. No, we can't see the connection either.

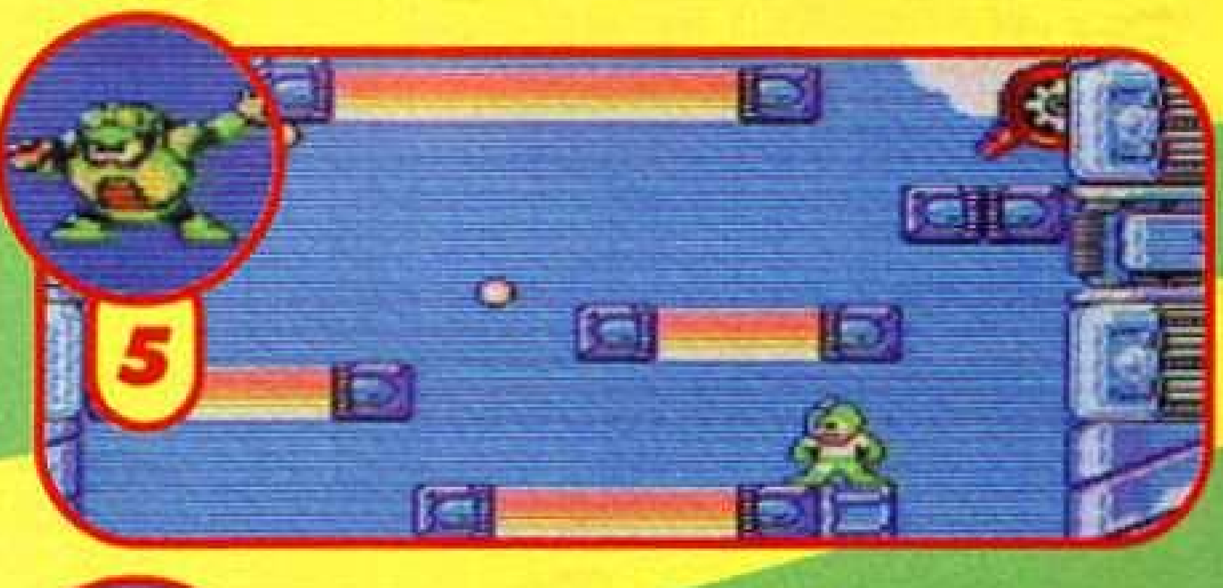
8. DIVE MAN Living in an underwater world, Dive Man's domain is probably the most difficult to negotiate of the lot. Flying fish, Tsunamis and dangerous currents are just some of the dangers in store for our mechanoid chum.

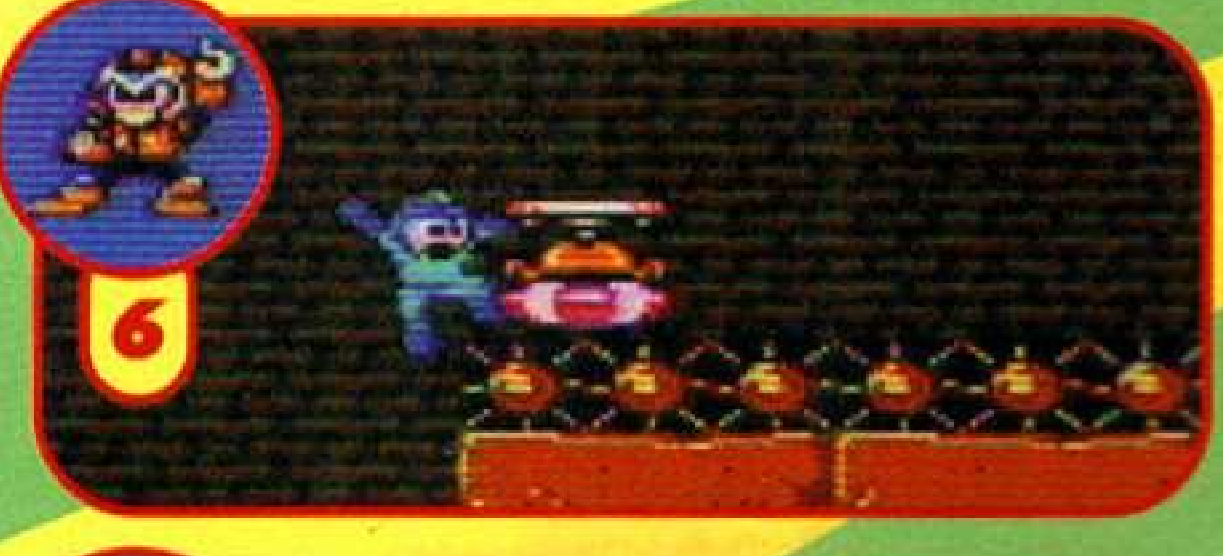


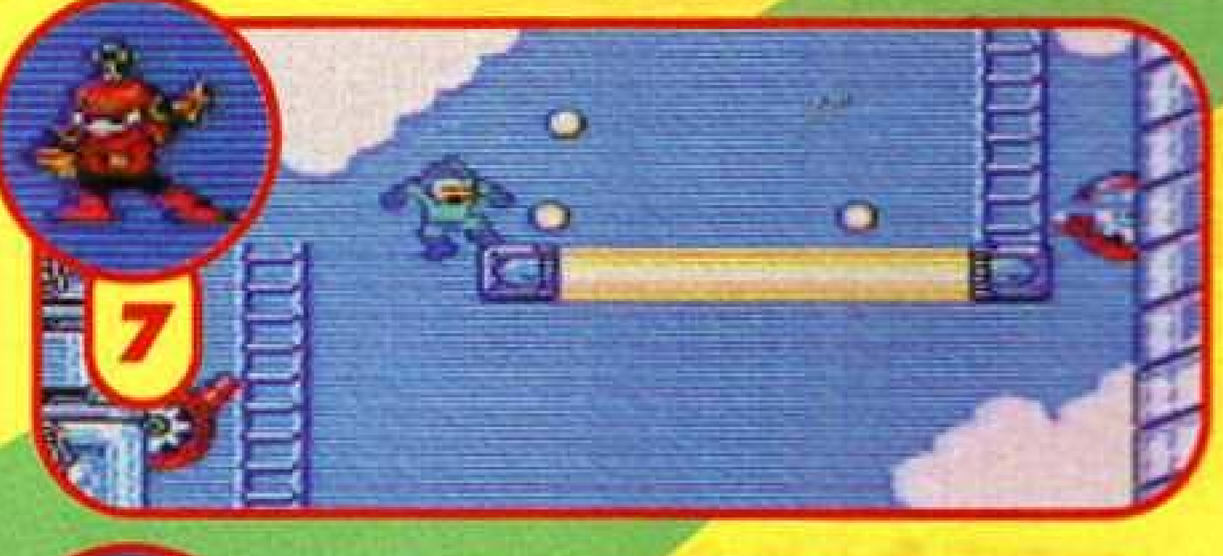


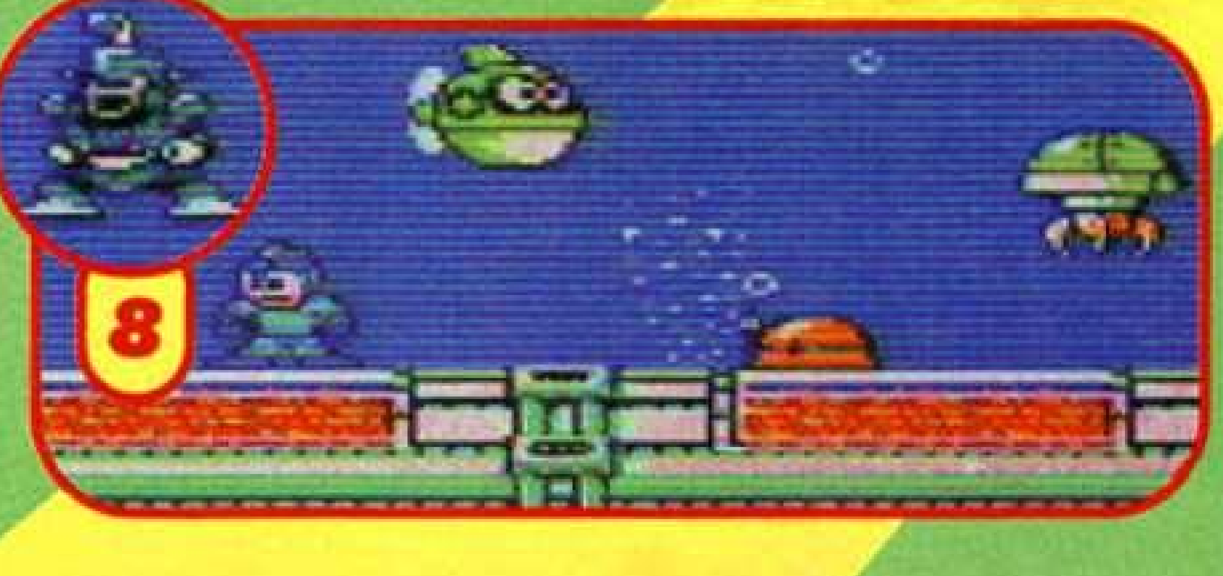












RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	□	□	□
ACTION	■	■	■	□
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	□
ORIGINALITY	■	■	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	□
WEEK	■	■	□	□
MONTH	□	□	□	□
YEAR	□	□	□	□

PRESENTATION 82

▲ Smart intro sequence and excellent in-game screens and options.
▼ No set-up options, and the title screen is a bit dull.

GRAPHICS 91

▲ Some enormous sprites, fantastic use of colour throughout, imaginative design and some good animation.
▼ Could do with more enemies.

SOUND 78

▲ Fairly decent sound quality.
▼ However, there's absolutely nothing here which hasn't been heard before in other Megaman titles.

PLAYABILITY 83

▲ Plenty of variety in the challenges thrown your way.
▼ The responsiveness could be improved.

LASTABILITY 90

▲ Nine long levels which get very hard indeed.
▼ Once you know where everything is most of the challenge is gone.

OVERALL 81

A high quality and very taxing platform game with great graphics, but it's absolutely nothing new.

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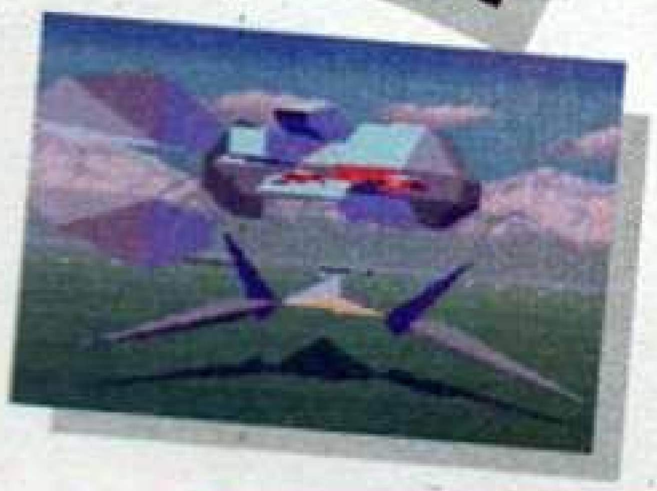

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Chelmsford
CHESTER
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0324 613933
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STARWING™

See rules and conditions for full details.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

SUPER
BOMBER
MAN
NORMAL GAME
BATTLE MODE
PASSWORD
©1993 HUDSONSOFT

CART SPEC

- **BY:** HUDSONSOFT
- **PRICE:** TBA
- **RELEASE:** SEPTEMBER
- **GAME TYPE:** BLOW 'EM UP
- **CART SIZE:** 4 MEG

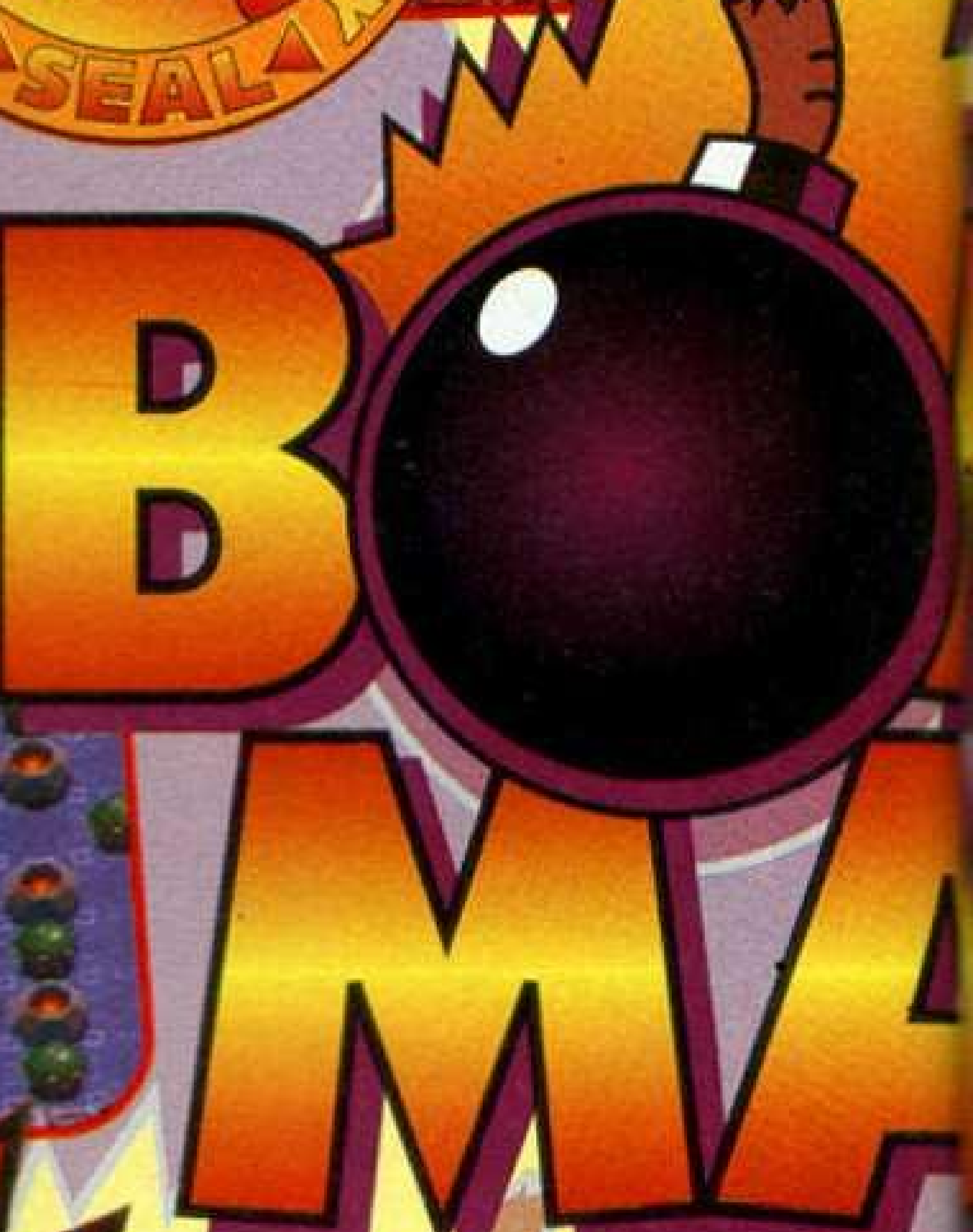
GAME INFO

- **PLAYERS:**
FOUR
- **CONTROL:**
JOYPAD
- **GAME DIFFICULTY:**
AVE/HARD
- **CONTINUES:**
3
- **RESPONSIVENESS:**
EXCELLENT
- **1ST DAY SCORE:**
BEAT FIRST BOSS
- **GAME ORIGIN:**
Super Bomberman is an enhanced version of the Game Boy title.

CONTROLS

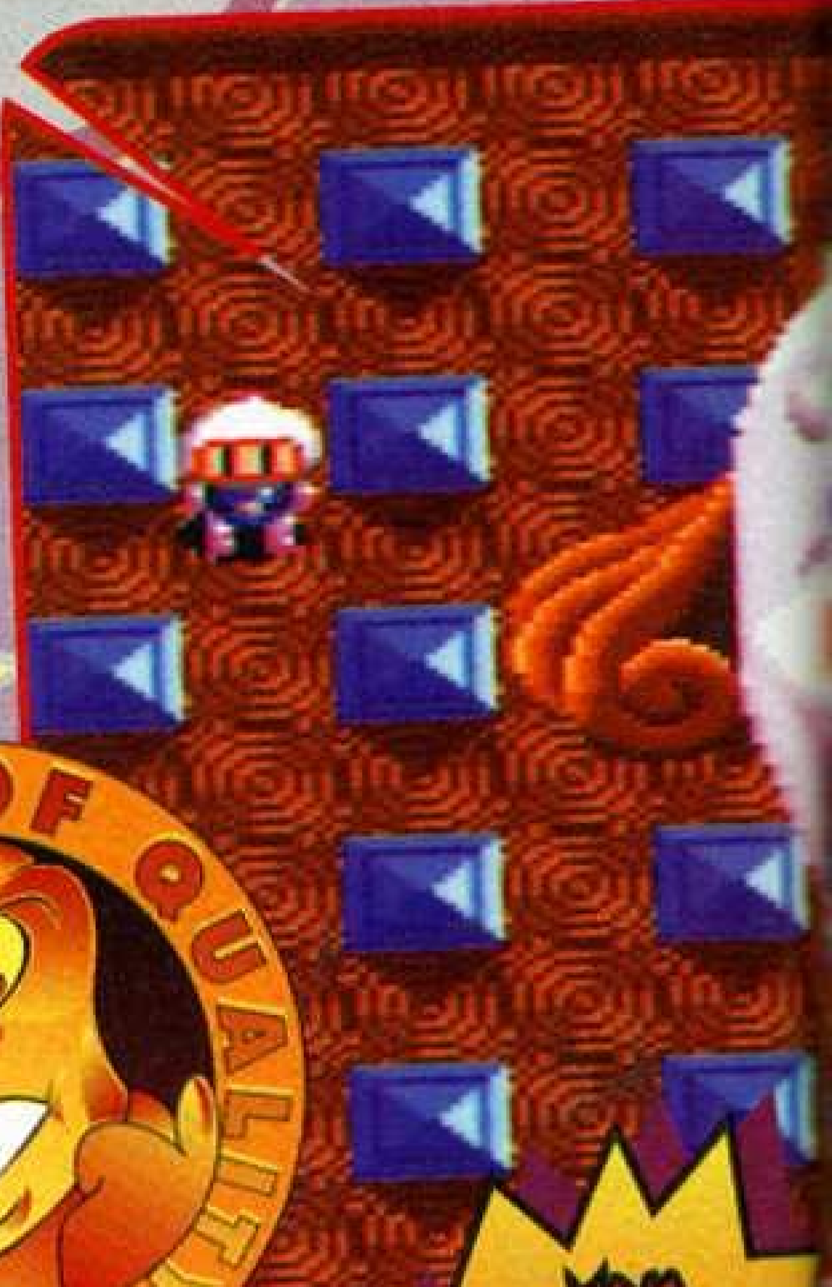
- **HOW TO PLAY:**
Guide Bomberman through a series of maze-like stages, blowing up nasties and collecting assorted power-ups along the way. Be careful not to be caught in the ensuing blast, though.

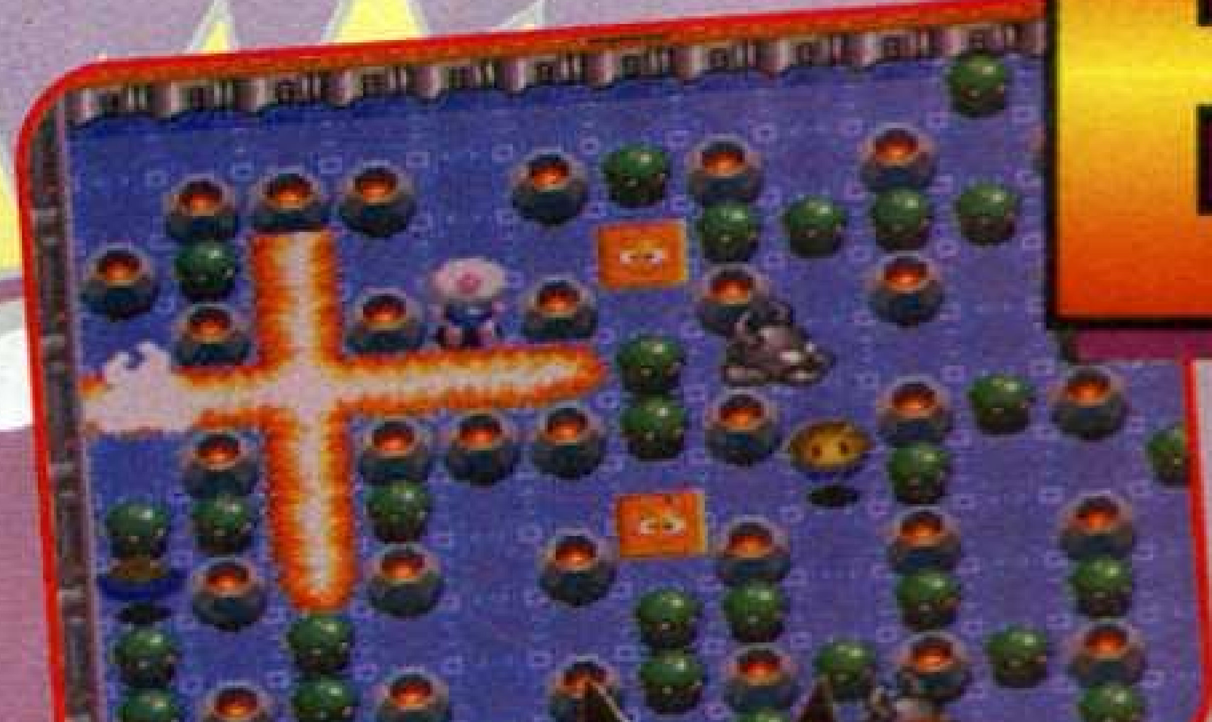
A	Drop Bomb
B	Detonate Timer Bomb
X	Not used
Y	Not used
L/R	L: NO FUNCTION R: NO FUNCTION
S	START: PAUSES GAME SELECT: NO FUNCTION

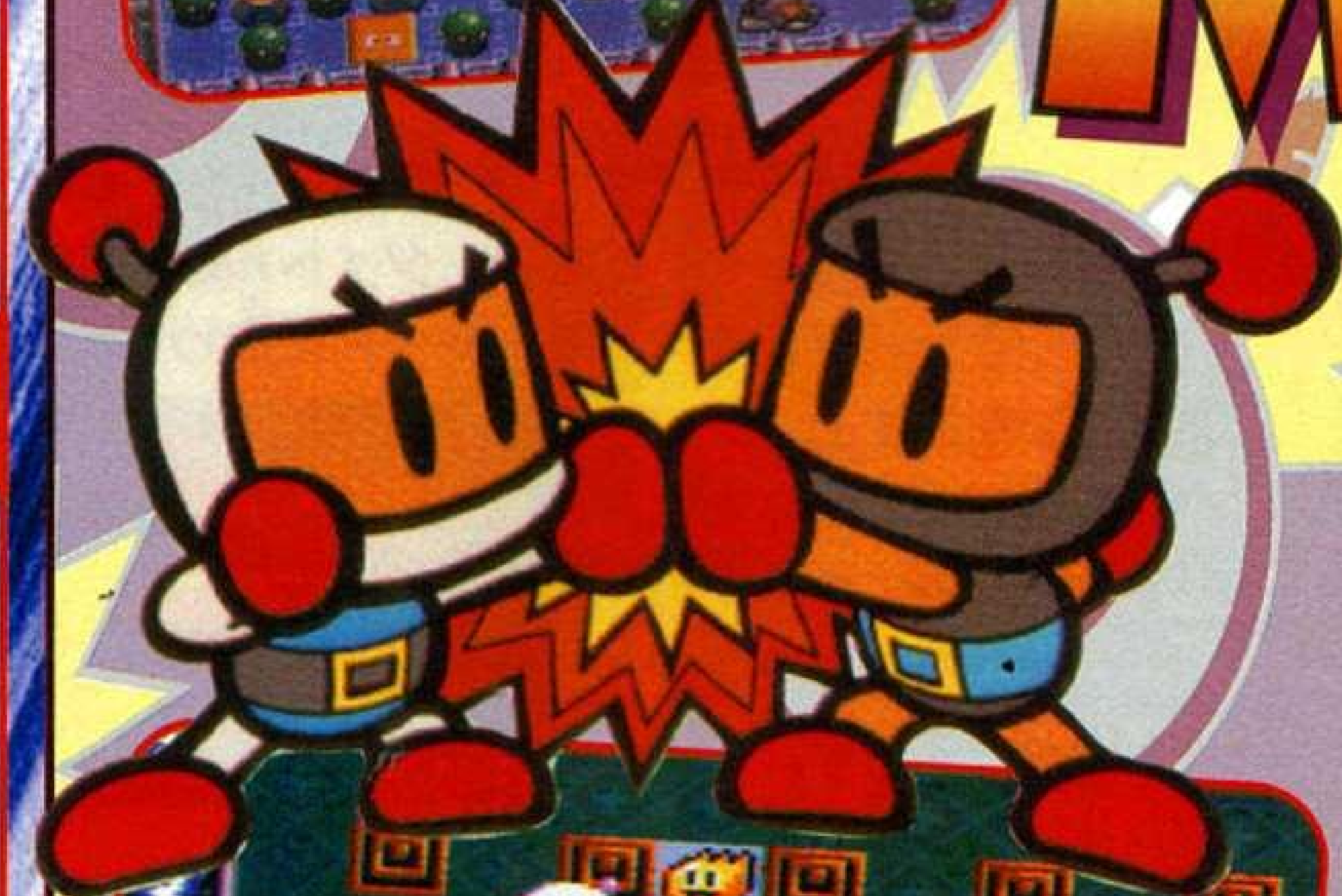


If you think about it, there are some really crap jobs in this weird and wacky world of ours. Just think about the poor so-and-so who has to put labels on big boxes of Duplo bricks all day. Or somebody who puts the sticks in toffee apples - or even the poor people who test worming tablets. A similarly unenviable task is performed by Hudsonsoft's Bomberman. Whilst the Duplo stickers and wormers get to go home after a hard day's sticking and itching with very little danger of injury, Bomberman's daily chores involve using explosives to clear his way through a series of alien-filled mazes.

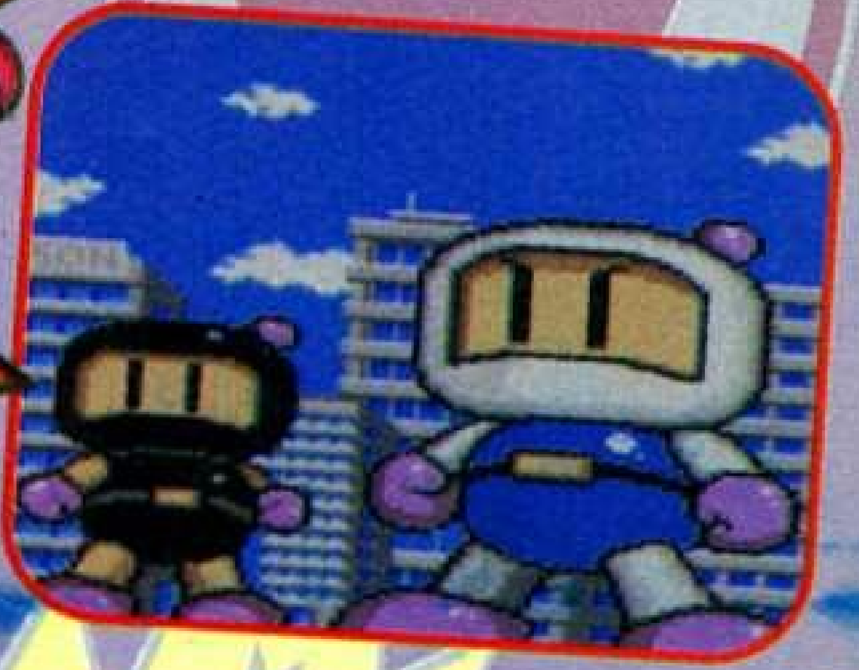
Yes, indeed, a Bomberman's life is not a happy one. As he makes his way through maze after maze, destroying all manner of creatures as he goes, Bomberman is subjected to all manner of dangers. Luckily, though, he's been doing it since his first Game Boy incarnation, and has also learnt some new moves along the way - booting bombs out of the way, for instance. This time, though, things are going to be harder, as there are more power-ups to master - oh yes, and the nasties are potential MENSA members in the intelligence department, too. Uh-oh...





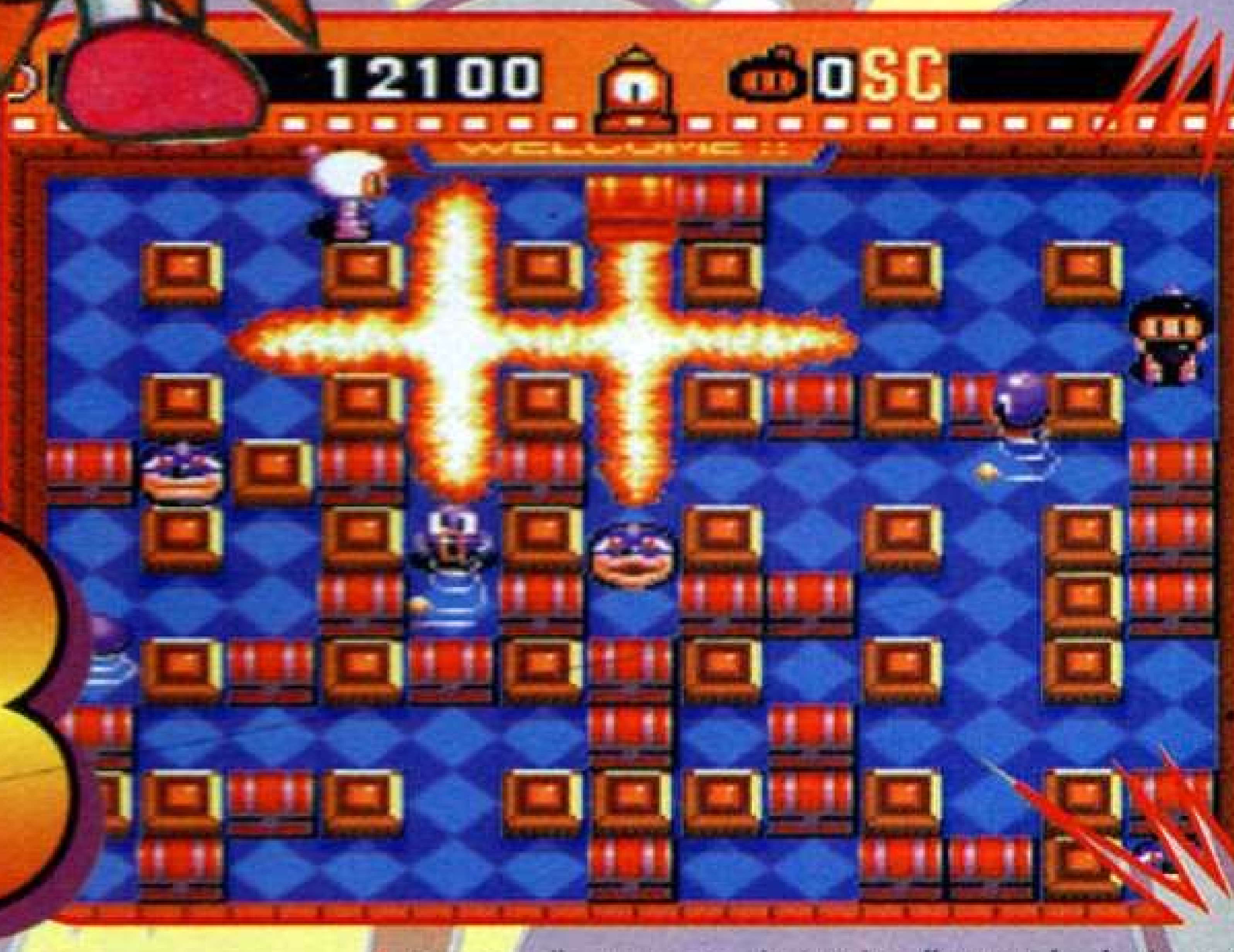


▲ Crowds came from miles away to hear the soothing harmonies of Waldo and his tiny chum.



▲ 'And when the music stops' - the player is invited to play musical statues. Or something.

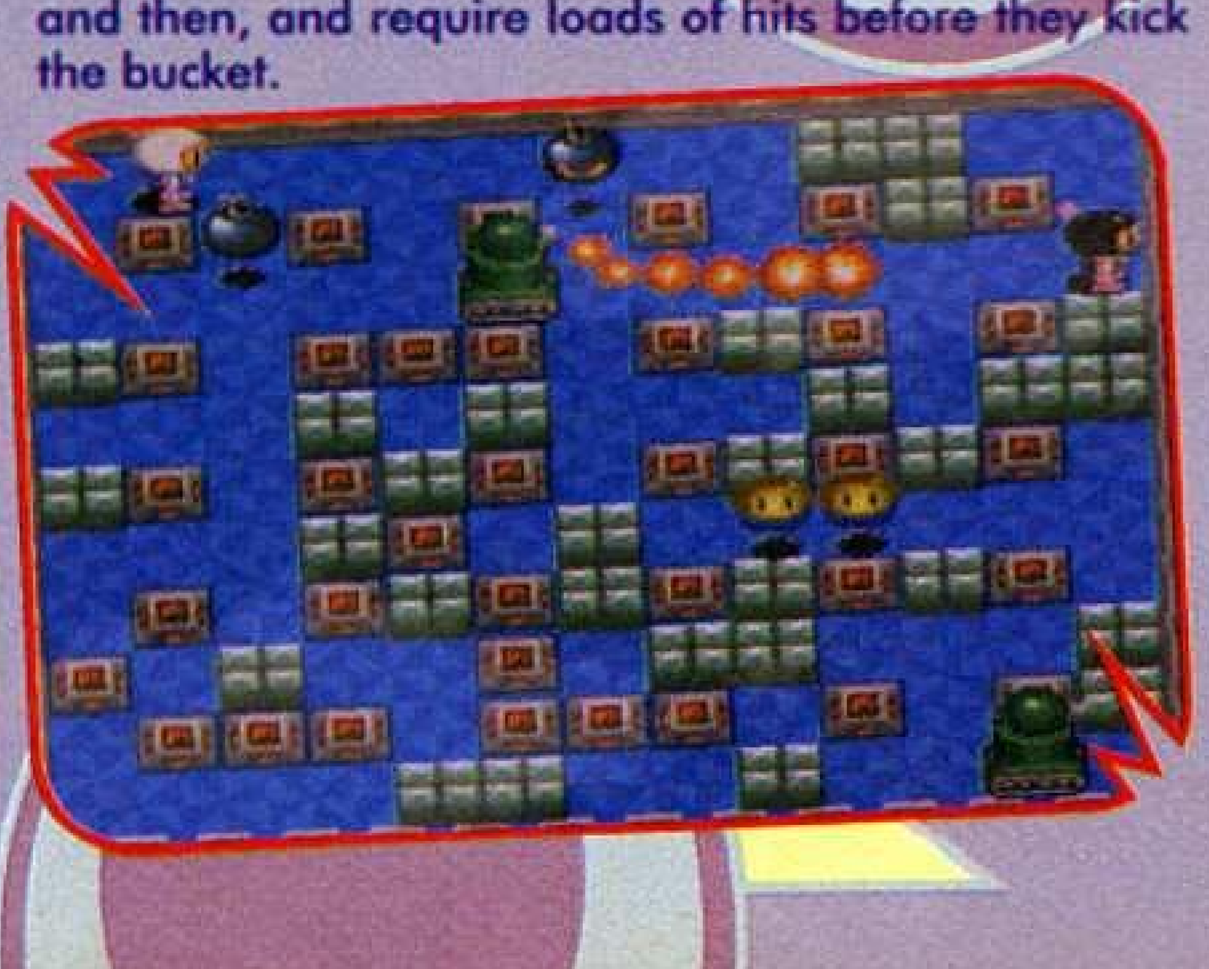
MBER
N '93



▲ 'Hmmm, well as you can see, this Lionskin-effect rug is fine for these corridors, but to carpet the whole place will cost a bomb...'

1 MORE MONSTERS, TOO

With Bomberman suitably tooled up, it's only fair that his numerous enemies are similarly improved. As well as the bog-standard meanies who moon about aimlessly, Super Bomberman now stars intelligent bombs which follow our hero around, waiting for the chance to detonate themselves next to him, and large trundling tanks which shoot fire in every direction - even through walls. In addition, these new foes also boast more strength and intelligence and can quite easily withstand several hits from bombs as they harangue Bomberman into a corner. In addition, larger bosses also appear every now and then, and require loads of hits before they kick the bucket.



COMMENT

ANDY

I love Bomberman! Forget the need for fancy graphics and over-the-top presentation, Super Bomberman's gameplay raises it head and shoulders above its graphically-stunning competitors. With loads of mazes, a good amount of variety in its levels and smart bosses, Super Bomberman offers plenty of challenge and its immediate playability means that it's one of the easiest games to get into I have ever encountered. Basically, although there are a few examples of dodgy sprite detection , I cannot fault this game. In four-player mode it's incredible game and blowing up your mates is excellent fun - although fights and mass bruises always seem to follow directly after. A brilliant game, and one to add to your collection.

COMMENT

Remember the days when games were fun and didn't rely on fancy graphics to win you over?

STEVE

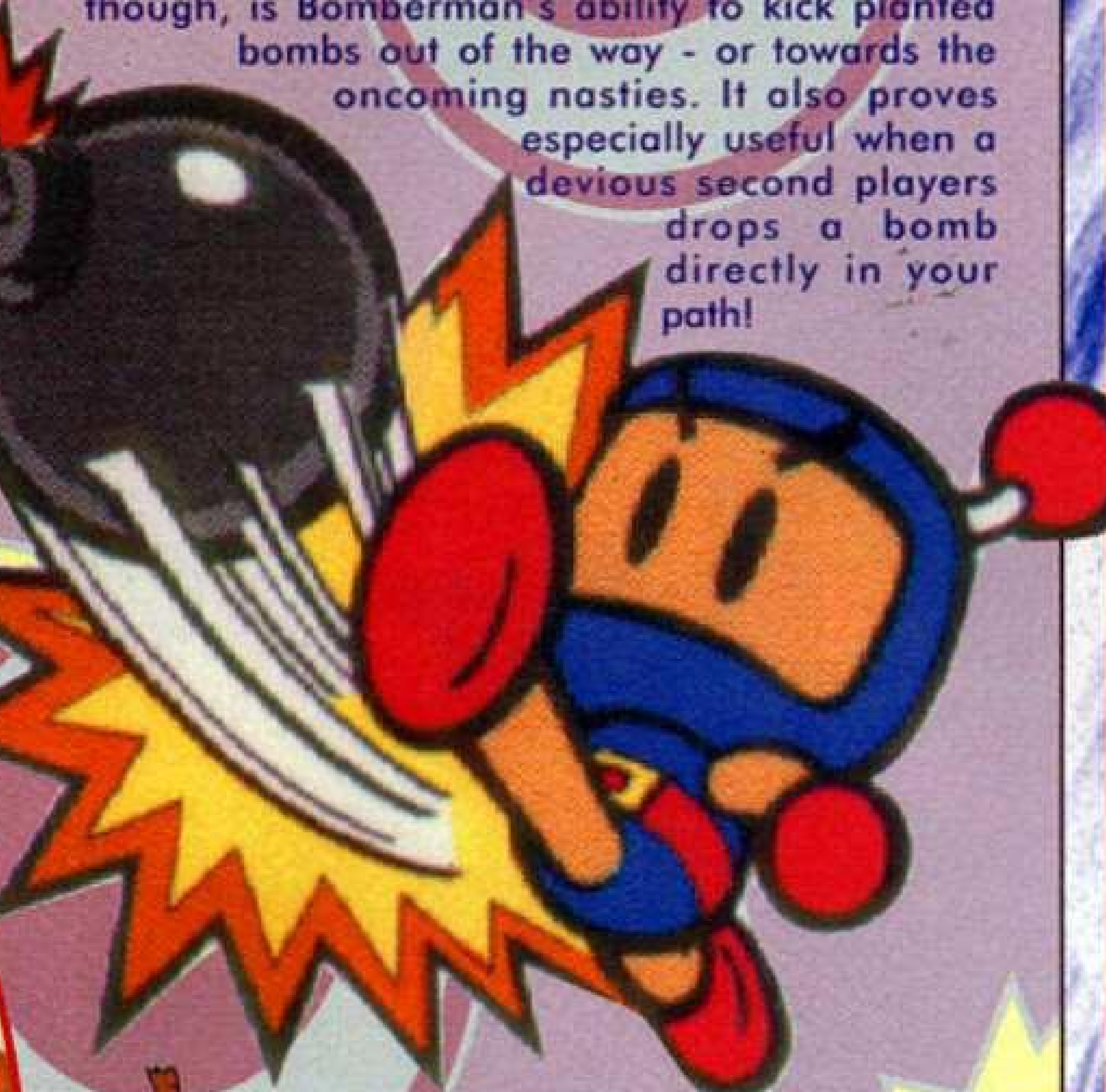
Hudsonsoft do, and Super Bomberman is quite simply the most addictive game I have played in absolutely ages. In four-player mode, Super Bomberman is a real hoot and running around the game's many mazes as we try to blow each other up kept us engrossed for ages. In addition, the variety in the mazes is second to none, with tunnels, evil Bombermen, and conveyor belts adding to the fun. I really cannot fault the game - it's everything a good Super NES blast should be. It's good to look at - although the graphics are hardly the most sophisticated to grace the machine - but the playability is top-notch and earns Super Bomberman its just place as most-played game in the NMS office this month outside the Turbo coin-op. A classic.

2 BRING YOUR MATES

Bomberman is best played in a group, and Hudsonsoft have conveniently released a rather smart adaptor which allows up to four players to join in the explosive action. The Super Multitap plugs into the second joypad port and, via a rather bulky grey box, adds a further four ports to the Super NES. A price has yet to be set for the unit, but we've had one in the NMS office for a few weeks now, and no amount of money could persuade us to part with it and our copy of the game.

▲ Tee-hee, thought Black Bomberman as he escaped, little knowing that his partner had an insurance claim to make...

▲ Ok, who did that? Right, you all stay behind until somebody owns up...



3 DETONATE THAN NEVER

Blasting certain creatures or blocks often reveals special icons which prove particularly useful to our bomb-happy hero. As well as such old favourites as larger bomb radius and speed power-ups, new ideas such as bonus-sapping death heads and a larger capacity for dropping several bombs has been added. By far the most interesting addition, though, is Bomberman's ability to kick planted bombs out of the way - or towards the oncoming nasties. It also proves especially useful when a devious second players drops a bomb directly in your path!

4 BETTER MAZES

Running around the mazes sounds as if it could soon get a little dull, but Hudsonsoft have added a variety of features to ensure the player's interest is kept up. These include tunnels which are used to roll a bomb into and consequently surprise your opponents, conveyor belts which are used to send a bomb elsewhere around the screen, and Chameleon-like creatures who turn into evil Bomberman replicas - meaning you have to think twice in case you accidentally blow up your mate.

▲ Mistaking the 'Blew Up' byline, Bomberman heads for Hollywood and Rick Moranis.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	☐	☐
ACTION	■	■	■	■
CHALLENGE	■	■	■	☐
REFLEXES	■	■	■	■
ORIGINALITY	■	■	■	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	■	☐
YEAR	■	■	☐	☐

PRESENTATION 87

▲ Loads of game options, and an absolutely stunning four-player mode.

GRAPHICS 84

▲ Simple but uncluttered graphics, which are suitably bright and jolly. The variety is excellent, too.

SOUND 79

▲ Minimal ditties, but good explosions combine to create a jolly but pulse-racing effect.

PLAYABILITY 95

▲ Instantly playable, and this playability doubles with every player that joins in.

LASTABILITY 94

▲ The addition of tunnels, conveyor belts and the many new icons ensure you'll keep returning for more bomb-related japes time after time.

OVERALL 93

A nothing short of brilliant game. It plays well, looks mighty fine, and is basically a 'must-have' cart.

Rock & Roll Racing

NMS CHALLENGE

NIGHT OF THE CRAYON PUSHERS

Here at NMS we take our job very seriously. We take constant care to get the most accurate possible results in our reviews and find it our duty to be first with all the news. Which is why, when given the opportunity for a sneak preview of Interplay's forthcoming Rock 'n' Roll Racing, we decided to turn the whole affair into an excuse for a big party. Duly, Allison and, er, Allison from Interplay wended their way down to Farringdon Lane to our Second Office, the City Pride public entertainment emporium. The upstairs was hired out and the teams of NMS and pals met for an afternoon of serious drin...gamesplaying. However, little were we to realise the shocking events which were about to unfold before us...

THE COMPETITORS

ANDY MCVITTIE: Our good old production editor and man of a million anecdotes. However, the rest of the crew were spared "interesting" tales from the days when all this were fields whilst he got to grips with technology in the form of our Polaroid camera and spent the rest of the day taking funny pictures of himself.

STEVE MERRETT: Or Half-Can Dan as he's known to the rest of the team. No sooner had he wet his lips with a sip of lemonade than he was staggering around proclaiming everyone to be his "besht mate" and singing.

JAZ RIGNALL: The favourite to scoop the prize, and didn't he just flipping know it. The task of squeezing his inflated head through the doors when visiting Mr Riddle was an arduous one for the sheep-scaring Managing Ed.

RICHARD LEADBETTER: Readers of NMS will know very little about Rich. Which is a pretty good thing really. Believe us, you don't really want to know.

TOM COX: Tom is leaving NMS now. Oh dear. How sad. Never mind.

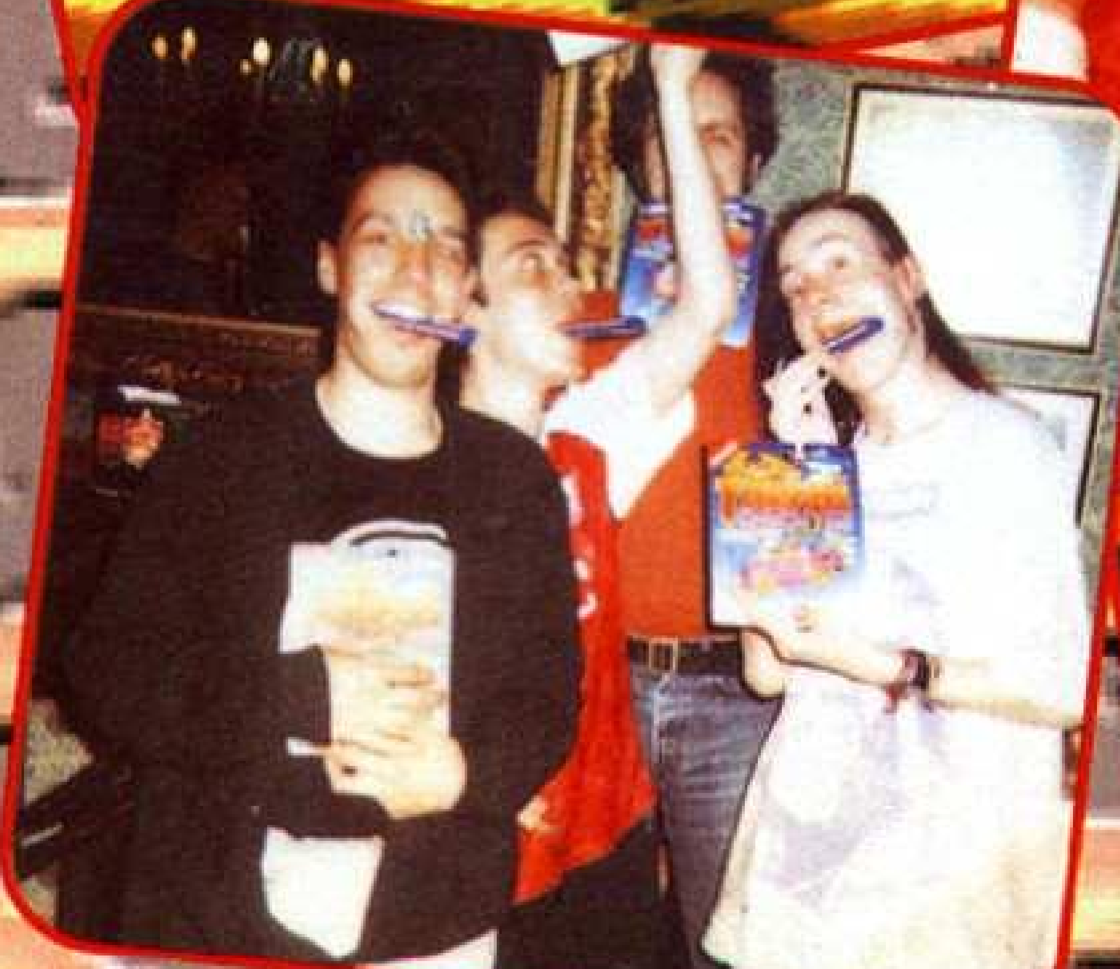
RAD AUTOMATIC: Part of the elite Vidiators team on Sky's Games World programme - and doesn't everyone else just know it. The majority of the players were looking for a loss from Rad to take him down a peg or six.

PAUL DAVIES: Paul kept quiet before the game, only letting out an occasional rendition of his "Kiiiiirrrbyyyyyyyy" mantra in low moan to bring himself luck. Unfortunately, Paul hasn't got a mantra to bring him skill, good looks or friends.

OZ BROWNE: Oz is a sad man who tries hard when it comes to playing games. Sadly though, no-one can try that hard and his efforts are brought to nothing by his crushing ineptitude.

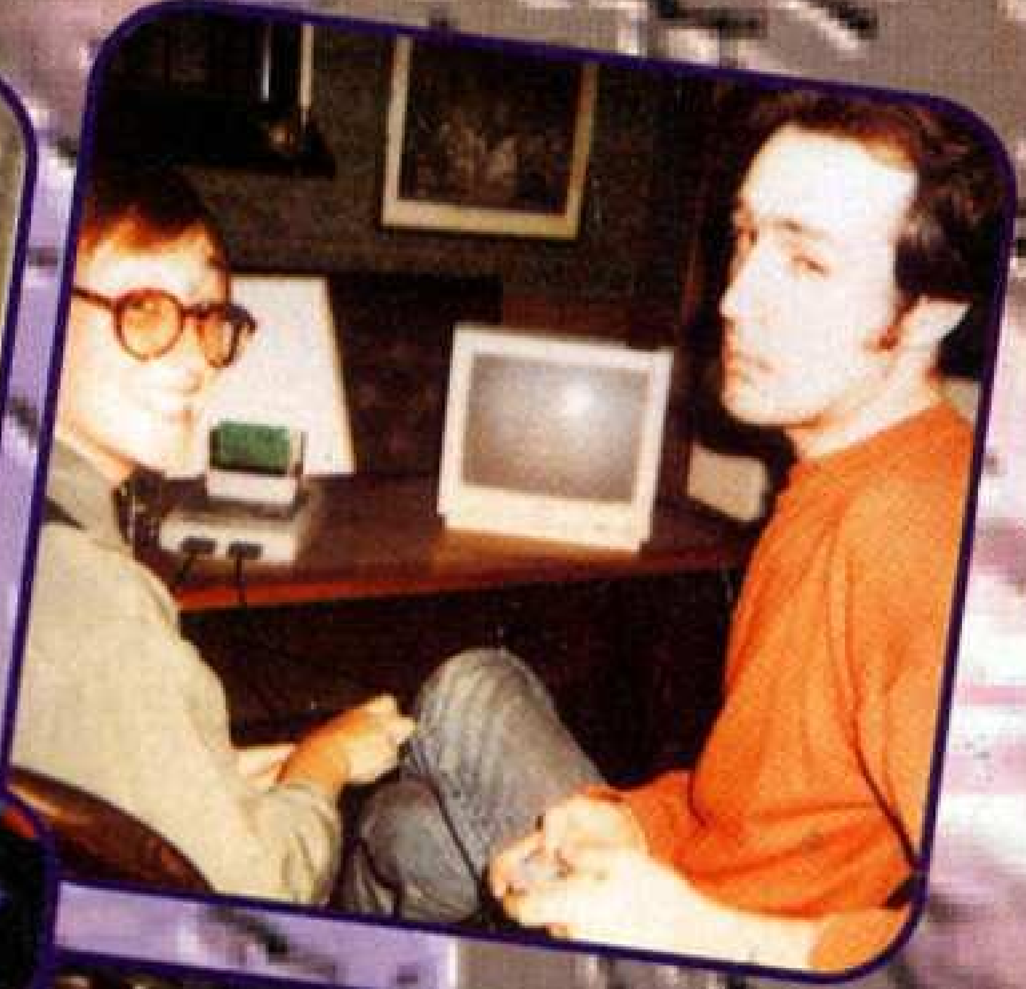
DAVE KELSALL: What can be said about this grinning, drooling monster that hasn't been said before? His manic obsession with stupid designer clothes? His complete lack of control over his bodily functions? His rather dubious Evian bottle escapades? No, we've already said them all.

ALLISON BEASLEY: Allison only came round to show us the game, but she was forced to make up for a last-minute numbers deficit and was roped in to play. Still, she's really very lovely.



THE RULES

Rock 'n' Roll Racing is an isometric perspective buggy racing game full of spikes, bombs, mines, lasers, jumps and hazards. Four buggies race at any one time over four laps of each course. For the first round everyone's names were written on scraps of beermat and drawn out of an empty glass, leaving us with five heats. The two players in question then sat at the console and played the best of three races, with the finishing positions being noted in anticipation of a tie. And the heats went as follows...



OZ BROWNE VS JAZ RIGNALL

Oz made a promising start and displayed his full gamesplaying skills. That's to say he drove the wrong way around the entire course for all three races and generally held everything up. Perhaps in no way surprisingly, Jaz nabbed an easy victory.

ANDY MCVITTIE VS ALLISON BEASLEY

Now here's a thing. Allison's had the game for ages, and it's her job to show us how great it is, right, and we've never even seen it before, right. And Andy really isn't very good at games, right, so how did Allison manage to lose? Not just lose, though, but get completely stuffed in such a way as to make Oz's dismal failure look like a triumph of joypad skill? Oh deary dear.

RAD AUTOMATIC VS DAVE KELSALL

A smug smirk infested Rad's features as he took the first race in this heat - a simple oval course with not much tricky cornering. However Dave invoked Crayola, God of Design, made a Herculean effor in the next two races and won through. A stunned silence greeted this rise of the normally docile design team.

RICH LEADBETTER VS STEVE MERRETT

Steve imparted some useful advice to Rich before the start of the race. "It'sh you'n me againsht the world." Richard's witty retort is sadly unprintable, but suffice is to say that the drubbing he afforded the man Merrett over the next three races was revenge enough.

PAUL DAVIES VS TOM COX

Not just a designer, but one with a broken wrist, too. A sitting duck. Fodder for the gaming cannon which is the Davies machine. Actually no. In a spectacular display of ineptitude, Paul managed to lose every single race in spectacular style, especially thanks to Tom's liberal use of his lasers. Chalk up another one for the fingerpaints mob.

Of course, the atmosphere was electric. How did two members of the potato print fraternity make it through? Everyone decided to take a bit of a breather and calm down. Now the next round was organised. The five remining competitors would each play against each other, winning points according to what position in the race they finished. But as this final round progressed one thing became evident - Dave and Tom were consistently winning! Nothing, however, could stand in the way of Jaz, who managed to scoop the top prize of a radio-controlled car. However, baboon-faced Dave was more than happy with his second place and a car which has a long lead sticking out the front. Rich's third place also saw him scoop a rather smart four-wheel thing. Oh yeah, and the rest of the inept crew all got these funny little lorries which play a 'scary' noise when they are pressed. Oh, and Oz got the booby prize of a Yorkie bar. Tee-ho.

STREET FIGHTER

CHALLE

THE SETTING

It's a dull but close Thursday in the NMS office. Somewhere in the office, Andy McVittie and Steve Merrett are whining about feeling rough, whilst Rad has again gone AWOL. To think these people are supposed to be the be-all and end-all on Nintendo games...

Despite such lethargy, there's still a hush of expectancy in the air. It can't be lunchtime as their many desks are still stacked high with assorted crumbs and wrappers. No, today is challenge day and as our two sixteen-year-old challengers, Faz and Brian, walk through the door it's hard not just to give them the trophy and tell them not to bother.

As the challenge is arranged and the rules set, 'Mary' Merrett draws the short straw and is given the job of organising the rounds and drawing who plays who. Sitting in the corner of our games room, you see, is a rather smart SF2 Turbo machine, and this will prove the hub of the day's activities. Each player is given a character and must battle it through to the grand final. Steve makes the draw and the battle for office supremacy begins...

ROUND 1

FAZ (Zangief) Vs JAZ (Vega)

Our brave challenger is given Zangief as he takes on Vega. A foregone conclusion bearing in mind Vega's speed? Nope. Using a succession of spinning punches, Vega is repeatedly felled and Jaz mutters away to himself. The first round goes to Faz, but in the second round, Jaz uses Vega's throwing skills to the max to bring Zangief's health down to a critical level. Alas, it all goes horribly wrong, and a Zangief throw ends the tournament, and Jaz goes pale as he realises he has lost 2-0.

GARY (Blanka) Vs ANDY (Honda)

Battle of the bulk, as office champ Gary prepares to destroy Prod Ed. With 63 seconds on the clock, Gary whips poor Andy's butt with Honda barely getting a hit in. Even more rolls from Gary ensure the second round is over equally fast. As Gary cheers, Andy mopes off muttering that he didn't want to play anyway and besides he's not feeling very well.

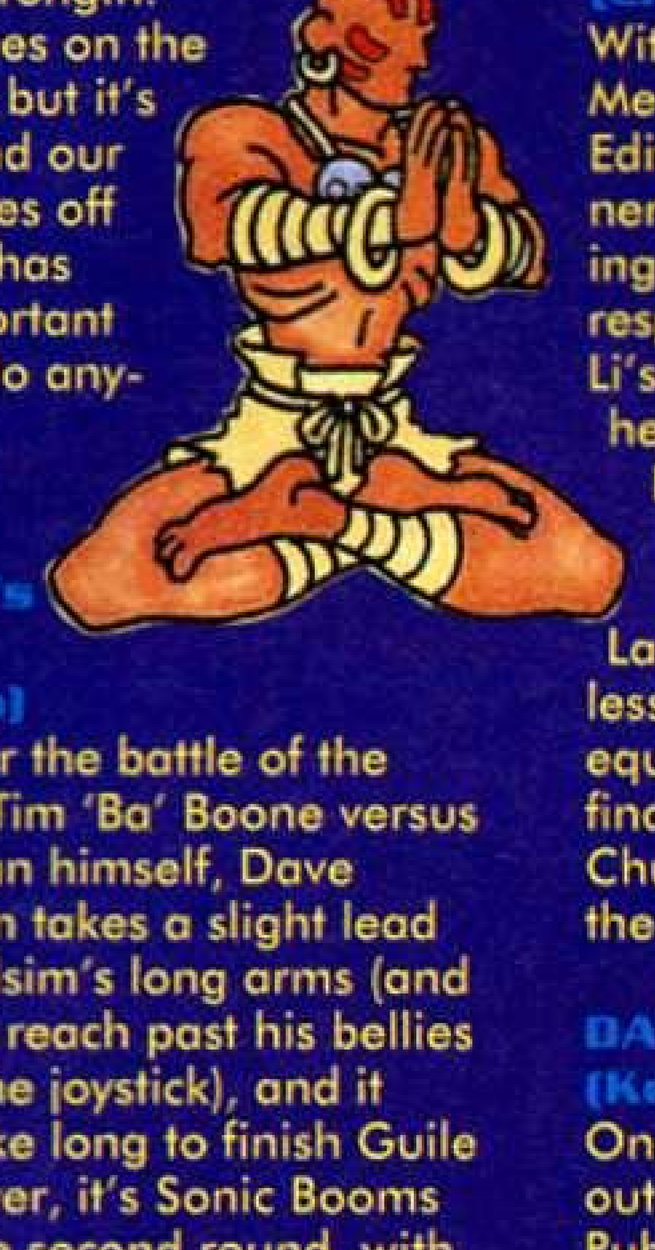
PAUL (Sagat) Vs RAD (Bison)

It's battle of the bosses as the two long-haired jessies (honestly, you can't tell if they're boys or girls these days) take to the SF2 machine for a battle royale. As Rad wows us with the most tedious selection of Flame Tordedoes Bison has ever performed, Paul reacts with Tigers and Uppercuts. Ho hum. Because of his Tiger prowess, Brett from out of Suede - sorry, Rad - eventually loses, but the Senior Staff Writer returns with more Torpedoes to make it one apiece.

It all rests on the final round with Rad employing more Torpedoes, as Paul once again pulls off Tigers. Still, Paul's minimal tactics outweigh Rad's, and the Kirby groupie scrapes through to the next round.

BRIAN (Ken) Vs STEVE (Balrog)

'I hate Balrog', whines 'Ferret' Merrett. As Brian grins confidently at Ken, Merrett leaps in with a succession of punches which sap Ken's energy rather quickly. However, retreating and unleashing a series of fireballs, Balrog is eventually stunned and a Dragon Punch puts an end to Merrett's misery. Round two arrives, with the weasel-faced Dep moving in close. With 50-odd seconds left, Merrett makes things even. More basic tactics from Merrett mark the start of the round, but even more Dragons soon drain Balrog's strength. Merrett goes on the defensive, but it's all over and our Dep shuffles off saying he has more important things to do anyway...



DAVE (Guile) Vs TIM (Dhalsim)

It's time for the battle of the Baboons! Tim 'Ba' Boone versus Baboonman himself, Dave Kelsall. Tim takes a slight lead using Dhalsim's long arms (and his own to reach past his bellies to get to the joystick), and it doesn't take long to finish Guile off. However, it's Sonic Booms ahoy in the second round, with Guile cornering Tim's character and knocking him out. In the third, Tim seems to lose all his hand-to-eye coordination and more Booms from the designer finish him off. Dave wins and stomps off to celebrate by swinging from the rafters.

OZ (Ken) Vs TOM G (Dhalsim)

Oh dear, this really is a sad pairing. Mean Machines' man Oz can barely hold a pen let alone use a joystick, whilst Tom Guise is the comic relief. As Dhalsim, Guise is sliding a lot, but Oz is somehow keeping him at bay with loads of fireballs. After more of the same, Oz wins the first round, closely followed by the second. Obviously Tom's Streetfighting abilities match up to his feeble writing "talents".

RICH (Zangief) Vs GUS (Chun-Li)

With Gus leaving us to move to Mean Machines, it is ironic the Editor of that journal is his opponent. Rich enters the fray moaning about his character and Gus responds by unleashing Chun-Li's newly-acquired fireballs until he wins the first round. To say Rich is slightly miffed is an understatement to say the least, so a rapid succession of Lariats placates Witham's witless wonder and grants him the equaliser. It's on to the third and final round, where Gus uses Chun-Li's many attacks to win the game.

DAVE KELLY (Ryu) Vs LUCY (Ken)

One of our contestants dropped out, so Merrett recruited our Publishing Director, Dave Kelly. Drawn against Mean Machines' girly Dep, Dave felt quietly confident even though he hasn't touched a joystick since he left Sinclair User forty-nine years ago. Kelly takes the first round in a battle which is nothing short of inept, but Lucy equalises. Using little sweeps, Dave eventually realises Lucy doesn't know how to block and it's all over.

TURBO

NGE

ROUND 2

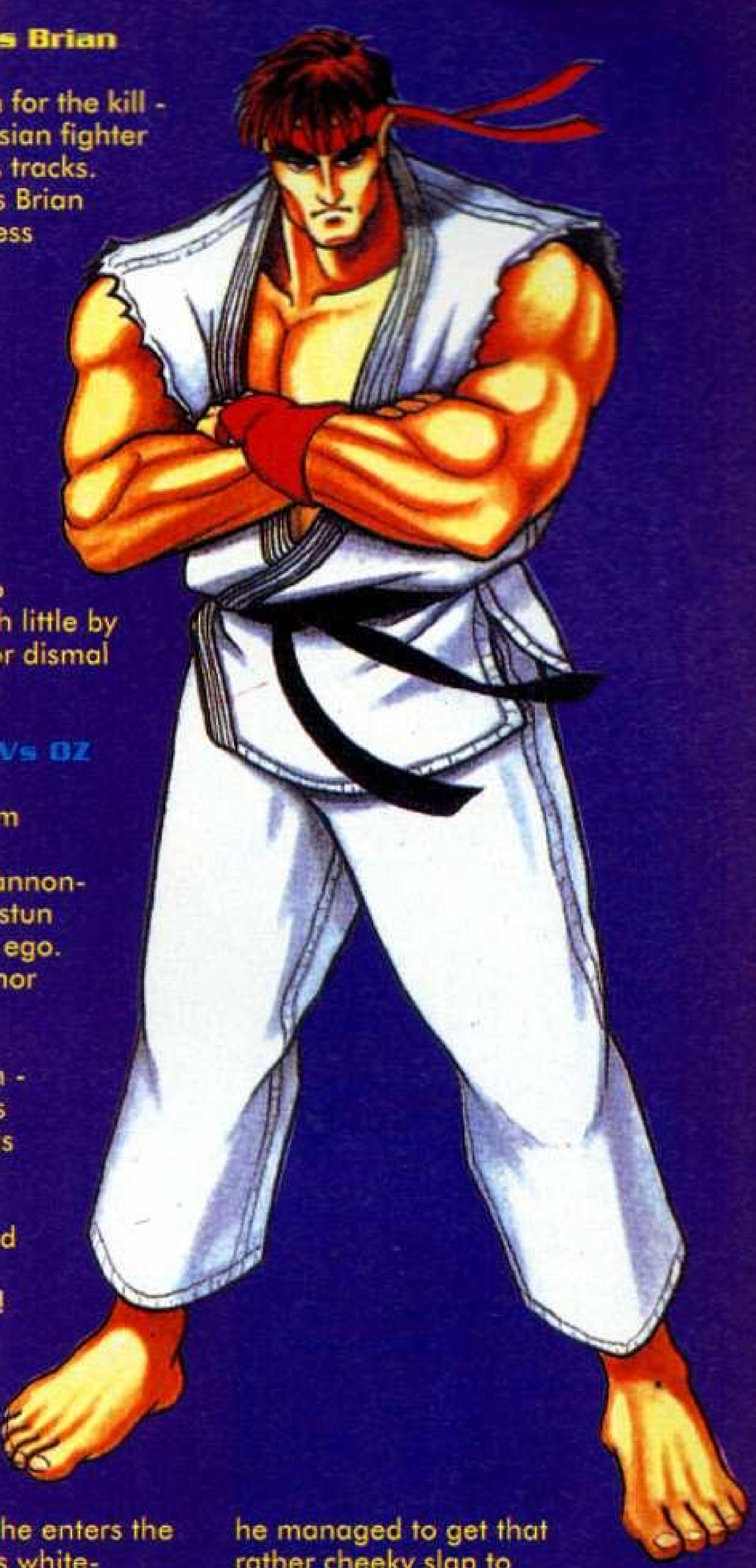
New characters are given for the next heats, here's what happened...

FAZ (Ryu) Vs GARY (Ken)

Gary goes into his extremely dull Dragon-after-Dragon move, which is thwarted by a Faz leg sweep. All of a sudden, Gary is on the ropes, but a swift comeback wins the first round. For the second round, Faz and Gary are level, when all of a sudden a throw from Gaz sends our plucky challenger out of the game.

PAUL (Bison) Vs Brian (Zangief)

Paul sends Bison in for the kill - only to see the Russian fighter stop the boss in his tracks. Yes sirree, whereas Brian claims to be hopeless with Zangief, he soon has Paul out of the first round thanks to his good use of jumps. The second round follows a similar pattern with Paul using Torpedoes to no effect, and Brian using kicks to sap Bison's strength little by little. It's all over for dismal Davies...



DAVE (Blanka) Vs OZ (Dhalsim)

Following jeers from gobby Dave, Oz is amazed to see a cannonball to the gonads stun his on-screen alter ego. Celebrating his minor victory, Dave - the 1993 Shrewsbury Gurning Champion - proceeds to pull his top lip right over his head whilst baring his teeth to put Oz off - as if he needed to! Just looking at him is bad enough! Following this japery, in the second round Oz is out with 70 seconds still on the clock. Still smiling, he enters the second round but is whitewashed by our NMS boy. 2-0 to Dave, but that's hardly surprising as Dave and Blanka could quite easily be twins.

GUS (Balrog) Vs DAVID KELLY (Chun-Li)

Basically, this was the walk-over everyone expected. Now, I'm not saying that David Kelly has a lot of influence over my journalistic integrity, but he did play really well and wasn't at all slapped to bits by Gus's skill. In fact, it is indeed a credit to Mr Kelly that he managed to get that rather cheeky slap to Chun-Li's face in the second round. Mind you, that one small slap disconcerted Scots relic Gus more than any of the Caledonian's artful combos ever could. Besides, he was also the only loser not to teach the rest of the ensemble new words as he walked away from the machine.

SEMI-FINALS

Guess what? Yep, we changed the characters again.

GARY (Ryu) Vs BRIAN (Honda)

Expecting more Dragons from Gary, we were rather surprised when he used fireballs instead - perhaps he was scared of letting Brian get too close? Brian attempted to send Honda in for the kill, but Gary simply Dragoned him out of the bout with 55 seconds to go. Unperturbed, Brian sends Honda in with his new Bum Bounce move, but Gary parted his descending cheeks with another Dragon. Honda returned with a neat slap and Gaz started to worry. More Dragons followed, though, and Honda was felled and our last challenger bombed out of the championship.

DAVE (Guile) Vs GUS (Balrog)

With Dave's animal noises ringing in his ears, Gus is amazed to see the gibbon-like chap take the lead with a series of low sweeps. Speed eventually wins out with Balrog copping more sweeps and Booms, and Dave roars again in victory. In the second round, Gus goes straight for the kill with a series of big punches which leave Guile stunned. Dave valiantly fights back, but a massive gut punch knocks the GI into the final round. This next one isn't so gripping, and Dave's many Sonic Booms send Gus out of the contest with Dave's bestial taunts echoing behind him.

SPAIN
U.S.S.R
CHINA
JAPAN
U.S.A.
U.S.A
INDIA
THAILAND
JAPAN
U.S.A.
BRAZIL
1P
BALROG
2P
VEGA
1P
2P

THE FINAL!

We decided to dispense with Merrett, and let Gary and Dave choose their characters.

DAVE (Bison) Vs GARY (Vega)

Gary chose Vega and Dave had Bison, and we sat back to watch the Art team battle it out for supremacy. After a little haggling over seats, the game commenced. Vega's speed gave Gary a slight advantage as he sent the masked warrior leaping across the screen, swooping in for the odd kick or throw. Dave eventually hit back - once - but a back throw from Gary makes it 1-0. The second round then follows an almost identical pattern and is almost as much fun to watch as the Cup Final. Gary takes the title of best Turbo player and biggest git after finishing the rubber-faced Crayola-pusher off with another throw.

WANNA GO?

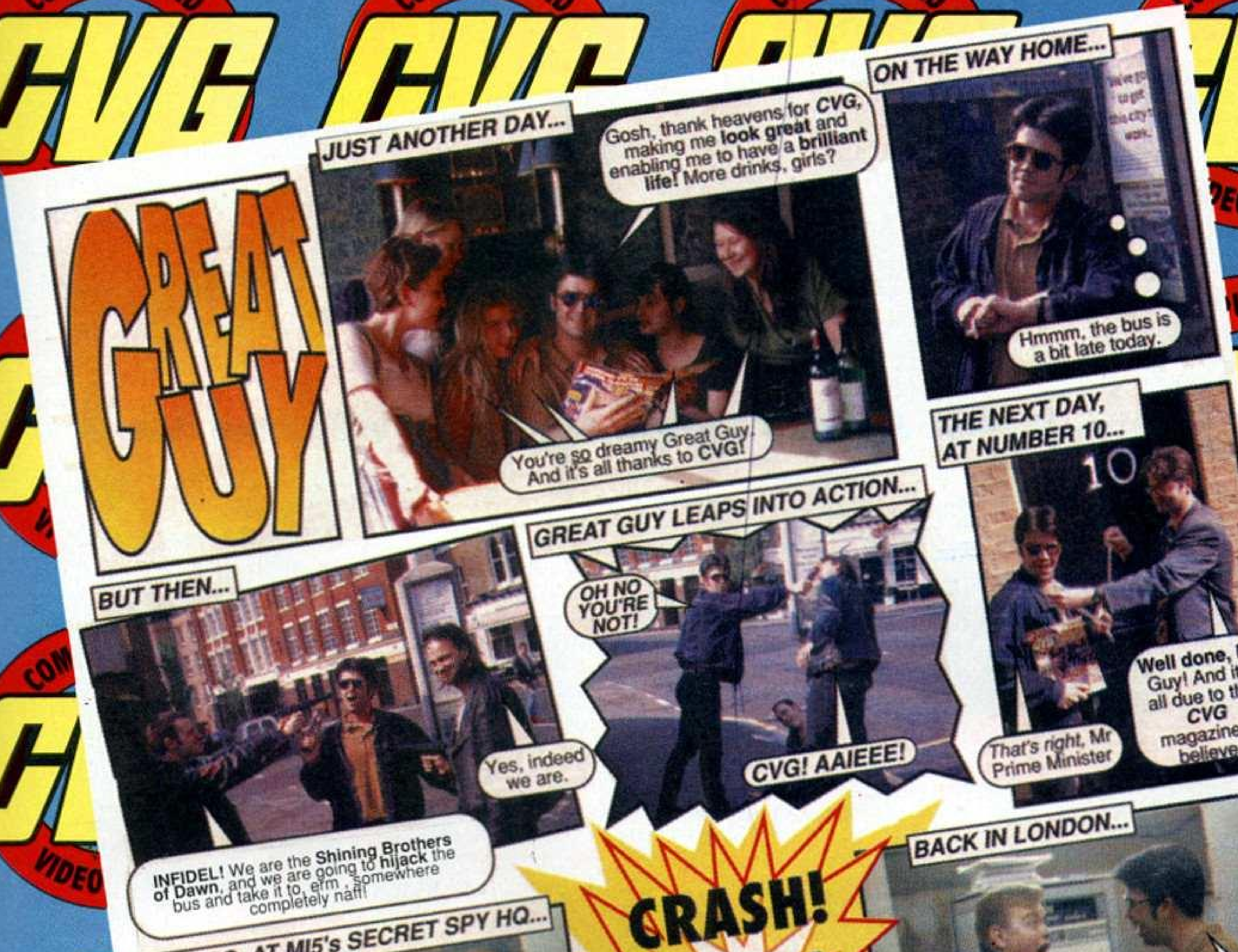
Well, that's how this month's contenders fared, think you can do better. If so, list a series of games you want to take us on at, and mark which person in the NMS team you want to play. Tim, Jaz, Rad, Steve, Gary, Andy and Dave all await your challenge, and if you win we may even take you down the chippie to celebrate.

I want to play .... at one of he following:

I realise, though, that if I lose I may be subjected to much taunting and even the odd Chinese burn.

Having done so, send it in, with your name and address, to:

COME ON THEN, YOU BIG GIRLS,
SCOREMONITOR CHALLENGE,
NMS,
30-32 Priory Court,
Farringdon,
London,
EC1 3AU


GREAT GUY
JUST ANOTHER DAY...
Gosh, thank heavens for CVG, making me look great and enabling me to have a brilliant life! More drinks, girls?
You're so dreamy Great Guy. And it's all thanks to CVG!
ON THE WAY HOME...
Hmmm, the bus is a bit late today.
BUT THEN...
Yes, indeed we are.
INFIDEL! We are the Shining Brothers of Dawn, and we are going to hijack the bus and take it to, erm , somewhere completely naff!
GREAT GUY LEAPS INTO ACTION...
OH NO YOU'RE NOT!
CVG! AAIEEE!
THE NEXT DAY, AT NUMBER 10...
That's right, Mr Prime Minister
Well done, Mr Guy! And it's all due to this CVG magazine, I believe.
AND SO, AT MI5's SECRET SPY HQ...
Mr Guy, yet more crackpot terrorists are attempting to detsroy everything we stand for! As a reader of CVG only you can stop them!
Leave it to me, Mr Spy – I won't let you down!
CRASH! BANG! WALLOP! ETC!
BACK IN LONDON...
AMAZING! How do you do it, Great Guy?
Your problems are over, Mr Spy! The insurgents have been wiped out! Oh yes – and I've eliminated world hunger and poverty as well.
LATER, IN THE YOUTH CLUB...
It's all thanks to CVG!
Excuse me, do you come here often?
Bog off, urchin!
GUMPH!
Have you noticed I read CVG?
Oh, that's different, then. Can I have a wet snog?
AND SO ON...
AND THE MORAL IS... HERE AT CVG WE KNOW THAT GAMES PLAYERS LEAD RICH AND REWARDING LIVES. WE THINK YOU'RE GREAT, SO PLEASE BUY CVG. BY THE WAY, DID WE MENTION THAT WE THINK YOU'RE ALL GREAT?

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FREE!

INTER ACTION MAILBAG

Poo! What's that smell of Scampi Fries that has just wafted into the NMS office? No, Dave Kelsall is denying it's him, so it can only be that SEAL has entered the building for his usual caustic bout of letter-answering. Thus, with a pen held in his gnarled flipper, he stands before us whiffing of fish and demanding the respect he is due. Let's see what we have for him this month. But, hey! Remember fish fans - if you have anything you want to say, send it in to LET'S GO TRASH ANDY'S NEW FLAT MAILBAG, NINTENDO MAGAZINE SYSTEM, Priory Court, 30-32 Farringdon Lane, London, EC1 3AU. A high fashion NMS T-shirt will wing its way to the lucky sender of the best letter...

MAGPIE

Dear SEAL,

I think your mag is great, but I am starting to get slightly ticked off. Can you tell me when Super Star Wars, Striker and NHLPA Ice Hockey are being released? Also, when are game prices going to come down? By the way, I think that Paul Davies is the biggest bum stain in the NMS office because he cocked up the challenge on GamesMaster!

Carl, Anglesey

SEAL:Ooh, ticked off are you? Blimey, get a sense of proportion or you'll end up with high blood pressure! Well, to calm your obviously fevered brow, the answers you seek are that Super Star Wars is out in June, Striker in August, and NHLPA right now. As for Paul being a bum stain at least he doesn't cop a mooey (a Surrey phrase) because the games he wants aren't out...

CHEGGERS PLAYS POP

Dear SEAL,

I am writing to you because I need to know if I have done the right thing. My mate went to Woolworths the other day to nick a Super NES cart. He managed to get Mario Kart in his coat, but when he was walking out of the shop a store detective stopped him and searched him. He found the cart, and I am the one who grassed him. When my mate found out he lobbed a stone at my head, so a couple of days later I got my older brother to punch his head in and tell him that, if he ever touched me again, he'd break his neck. Now my mate is planning on getting someone on my brother. Was I right to tell on him? I know you'll tell me what to do.

Gurpinder Shoker, Bromwich

SEAL:Well, even if you suffered at the hands of your mate, take solace in the fact that you at least gave us a bit of a laugh. Actually, we want to hear what happened next. Did your brother get done over? Did he then turn on you and beat you up? Come on, write in and let us know.

▲ Link squats to conquer - although the sender forgot to include their name. Doh!

SCREEN TEST

Dear SEAL,

While in Devon recently I came across two toys in a nearby shop. "So what?", I hear you cry. Well, they were exact copies of Ken and Ryu, and when I say exact I mean down to the very last detail. The boxes said 'Made In China' on the front, but they didn't have a SF2 logo anywhere on them. Instead, they just had 'International Karate Championship' written on them, with a blatant copy of Guile next to it - complete with hair-do. A rip-off company is obviously making a few bob on the sly. Have you seen these at all?

Jakey J, London

SEAL:They sound like rip-off to us. However, just think of the fun you could have having SF2 tea parties with one of those crappy plastic market stalls which have just about enough room for seven liquorice comfits and a bit of Toblerone. Then again, perhaps I'm just talking out of my backside.

▲ Krusty returns, courtesy of 13-year-old Simon Grantham from Rushden,

FREE TIME

Dear SEAL,

As you probably already know, the ace game Mortal Kombat isn't far from a Super NES release. However, I have been told by a reliable source in the US, that Nintendo are planning on hacking the death moves out of this smart beat 'em up. Don't Nintendo realise that people have been playing this game for months in the arcade now?

We've already seen the gore, so it's a bit late to do anything about it now.

It's funny that anyone at any age can flip on the telly and view the most horrendous carnage imaginable, but they have to take the goo out of games. Let's see: Oprah Winfrey interviews pile sufferers who walk with aliens, and other strange people. Hey, but if you don't like it, turn it off. So why doesn't the same apply to video games?

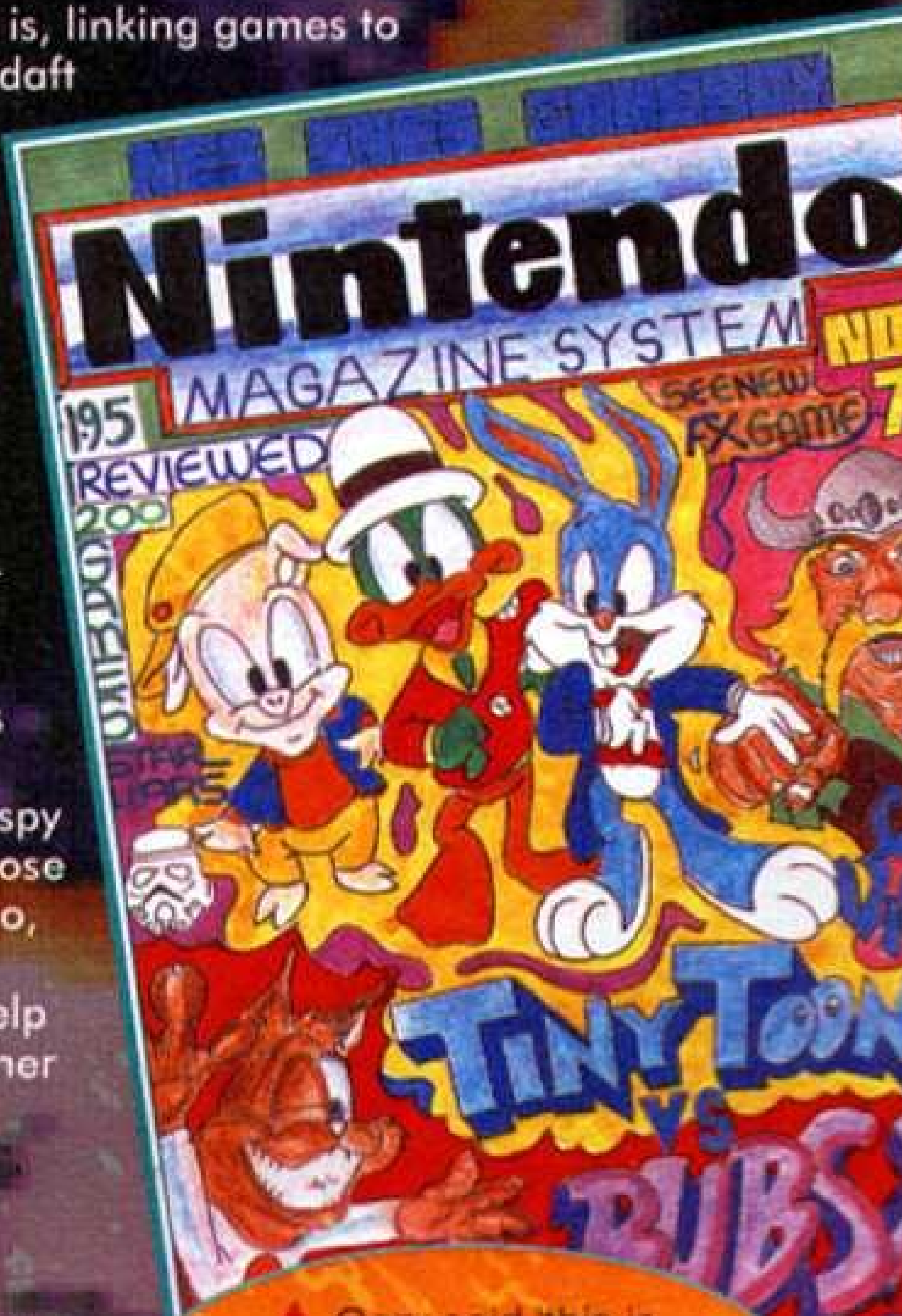
In my opinion, it's not so much Nintendo not wanting to be exposed to it, but rather to avoid any bad press. I should imagine that it's mainly due to the pressure groups who tell us the World is a mess and how they intend to fix it (it's also funny that these people always look like those you's go out of your way to avoid). Anyway, they believe that after a good game of, say, Splatterhouse, that we're all going to go and buy chainsaws and hockey masks and go out killing people. "You're selling violence," they cry, and I guess Nintendo listen to them. So Nintendo, rather than rocking the boat in fear of lost revenue, go along with them I suppose...

My answer is that, bearing in mind gaming now covers a large age group - say 5-55 - why don't they rate games like they do movies? Or, better still, produce separate games: one with the violence and another without. That way, if your Mum doesn't want you seeing exploding heads, you can buy the 'G' version, whilst those of us who think that's the best part of the game can buy the 'R' version. Simple, really - perhaps I should apply for a job!

The point is, linking games to violence is a daft thing to do. I'm pretty sure most of us realise games are not real - doh! Just because we threw a fireball at Chun-Li, doesn't mean that Aunty Joan is going to become a crispy critter. For those of you who do, though, seek psychiatric help as you're rather messed up.

Steven Bray, Sheffield

SEAL:According to Acclaim, the Super NES version of Mortal Kombat will be intact in every area - gore included. As for rated games, I don't think this is particularly feasible, as it would involve twice as much coding and twice the duplication costs. True, censorship is terrible in any area, but I don't think anyone actually takes any notice of the people who think that playing Mario prompts the kids of today - disrespectful lot they are - to stuff their faces with mushrooms and rescue princesses. Right, I'm off for a quick game of Smash TV and a ram-raiding session...



▲ Gary said 'this is another colourful burst of art.' Golly, I bet Lee Hughes is chuffed.

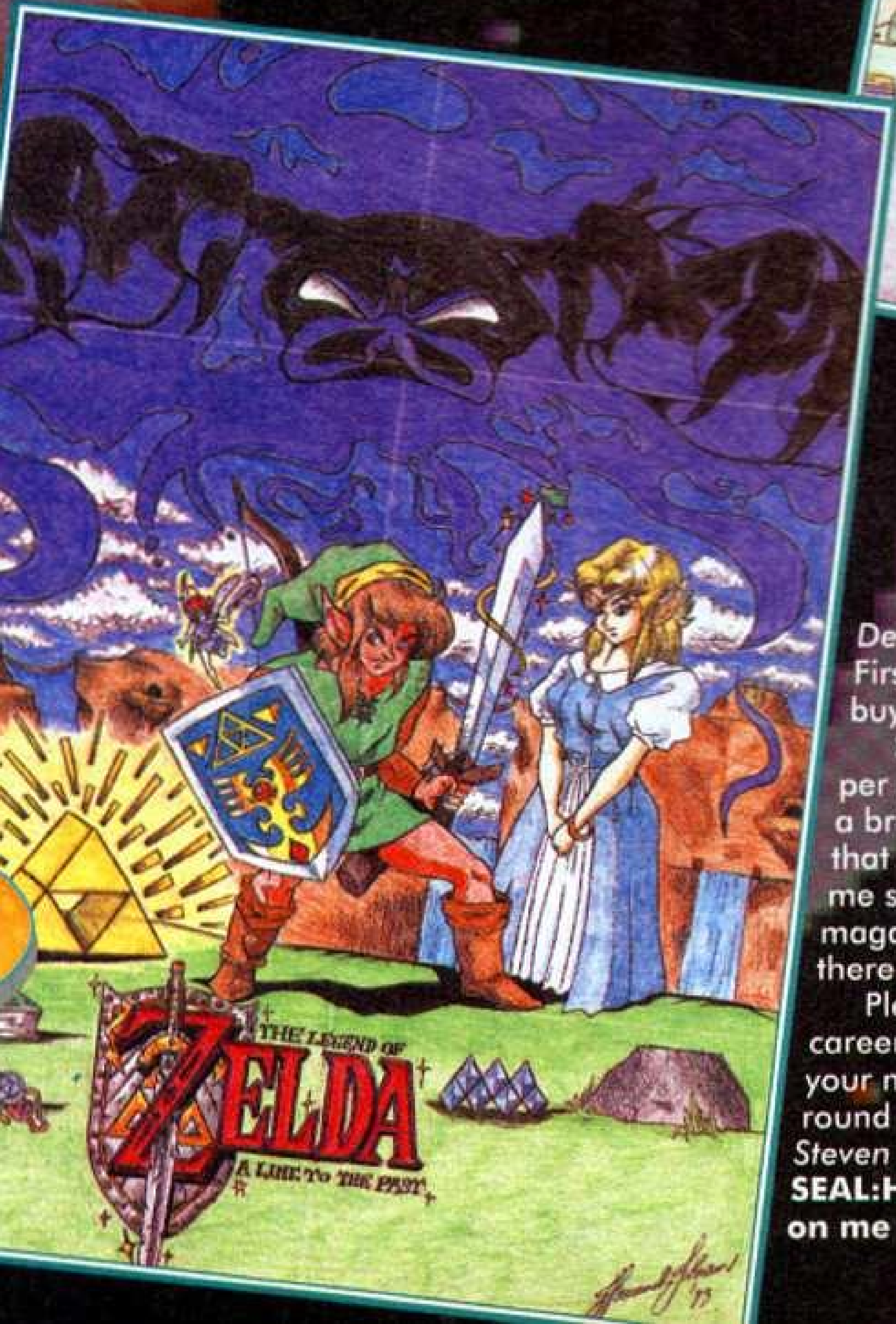
NOW GET OUT OF THAT

Dear SEAL,

I am writing this letter to you regarding the CD Unit and the Colour Game Boy - JUST KIDDING! I am replying to P Mercer's comment about PCs already having 64-bit systems and the SFX chip being not particularly hi-spec and over-priced - look how much it costs to get a decent PC system together! One final point: how could Tim Boone say that Reservoir Dogs is a great film? I went to see it and reckon it was the biggest waste of £3.30 since I bought my girlfriend a Take That single. I wasn't the only person to think this, either, as fifteen or so people walked out of the film halfway through.

Danny Goodwin, Congleton

SEAL:Reservoir Dogs is an excellent film, and anyone who says differently deserves to be tied to a chair and have their ears sliced off as we listen to Sister Sledge remixes. Ooh, deary me, perhaps the links between film and real violence do happen, after all.



▲ Howard Johnson from Walton did this. Definitely 'Pic Of The Month' methinks...

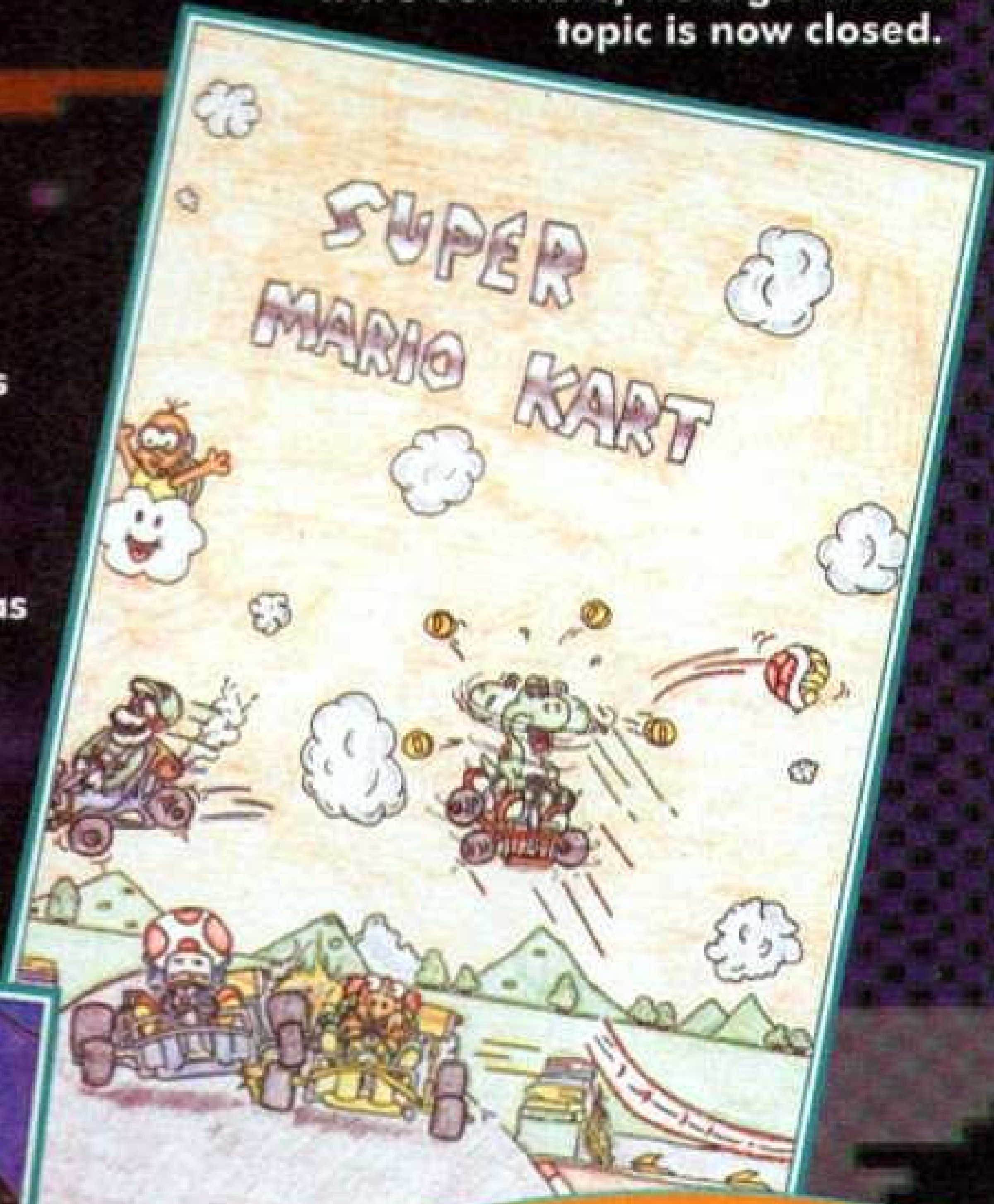
THE FLASHING BLADE

Dear SEAL,

I think NMS is really great and the reviews are smart, but I have a serious complaint - please review more games for the NES! In the January issue you reviewed five games for the NES, but just recently I have been lucky to see one! Please put at least four or five in an issue.

Arief Prasetyo, Anglesey

SEAL:Oh, yeah, I'll just go out and whip up a handful of NES titles shall I? What do think I am: Seal - Super Coder or something. Listen, bozo, this is the last time I'm going to say this. We review every NES cart we can get our sweaty little flippers on. If, however, there aren't that many out there, then we can't review them. However, rest assured that our NES hunting is now even more vigilant - as displayed in our scoop Kirby review last issue. If it's out there, we'll get it. This topic is now closed.



▲ Mario Kart guffaws as Yoshi goes spinning. Ta, David Gentry.

ATOM ANT

Dear SEAL

First of all I'd like to say that your mag is brilliant and I buy it every month.

Secondly, I'm doing an extremely important newspaper project with my school on the making and creating of a brilliant computer mag like yours. So I don't suppose that you could spare some of your precious time and send me some information on the making and creating of your magazine, how you got in the business and how you stay there.

Please reply to this letter as my whole life and future career depend on you. If you don't, I'll never read or buy your mag again, and I'll get my hard headmaster to come round and beat you up.

Steven Hawkes, Bury St Edmunds, Suffolk

SEAL:Hmmm, so your entire future and career depend on me replying do they? Tough.

INTER ACTION MAILBAG

THE RINGING, SINGING TREE

Dear SEAL,
Batman, Turtles, The Simpsons, WWF, Mario: the endless barrage of money-spinning kid fodder. In times of constant media onslaught, throwaway heroes come and go with each flick of the fat businessman's greasy right-hand parting.
Who are the losers in society's world of make-believe? The kids? The parents? Society as a whole? It's all very well having an interest in such novelty icons in the '90s, but where is it taking us? What is the achievement for evolution in owning the book, T-shirt, game, video, toy, et al?

It's time for a change. Don't give the money-sucking corporate vampires the satisfaction warping your mind for their own reasons. After all, with the people currently in power, the chances are we'll be seeing 'Clive: The Cuddly Nazi Fascist', 'Super Earth Destroyer Man', and similar ideals of The Powers That Be adopted into kiddy-friendly roles.

Let's get this straight. I'm not against violence or the like on the TV or in video games. It's far better for kids to experience this on the small screen rather than in real life. And man needs some place to unleash his dominator, macho tendencies unfortunately. What I am against is the constant brainwashing of susceptible young people by corporations with no thought for anything but their bulging back pockets and a brainwashed society.

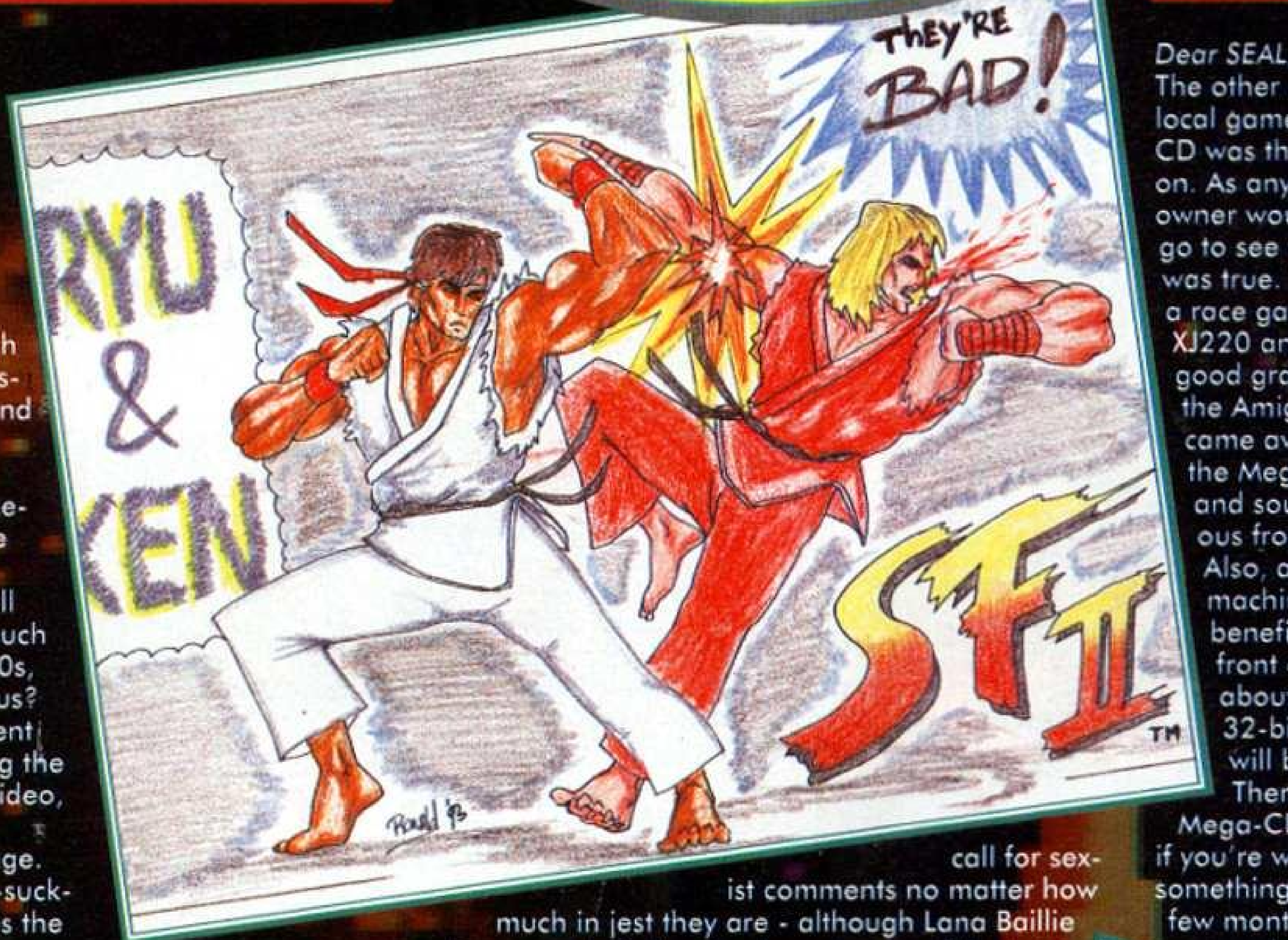
Heavy stuff! And nothing really to do with you! But I felt like writing to someone with these thoughts. Now I'll go back to growing long hair and opposing authority, whilst still scaring society in the process.

A Phorever Person, Hyperspace

PS: Is Blanka a girl. Oh, for God's sake!
PPS:Who the hell is that patronising, somewhat baggily-dressed kid in the Imagineer ads. Did they get him straight off the street? I can imagine it now: "Here, hold this and smile."
PPPS:Re: 'Duff Knee' letter reply. In an already grossly male-dominated magazine, there is little call for sexist comments no matter how much in jest they are - although Lana Baillie does seem to fall under the category of the type of person I m worried about our kids turning into in the main part of my letter.

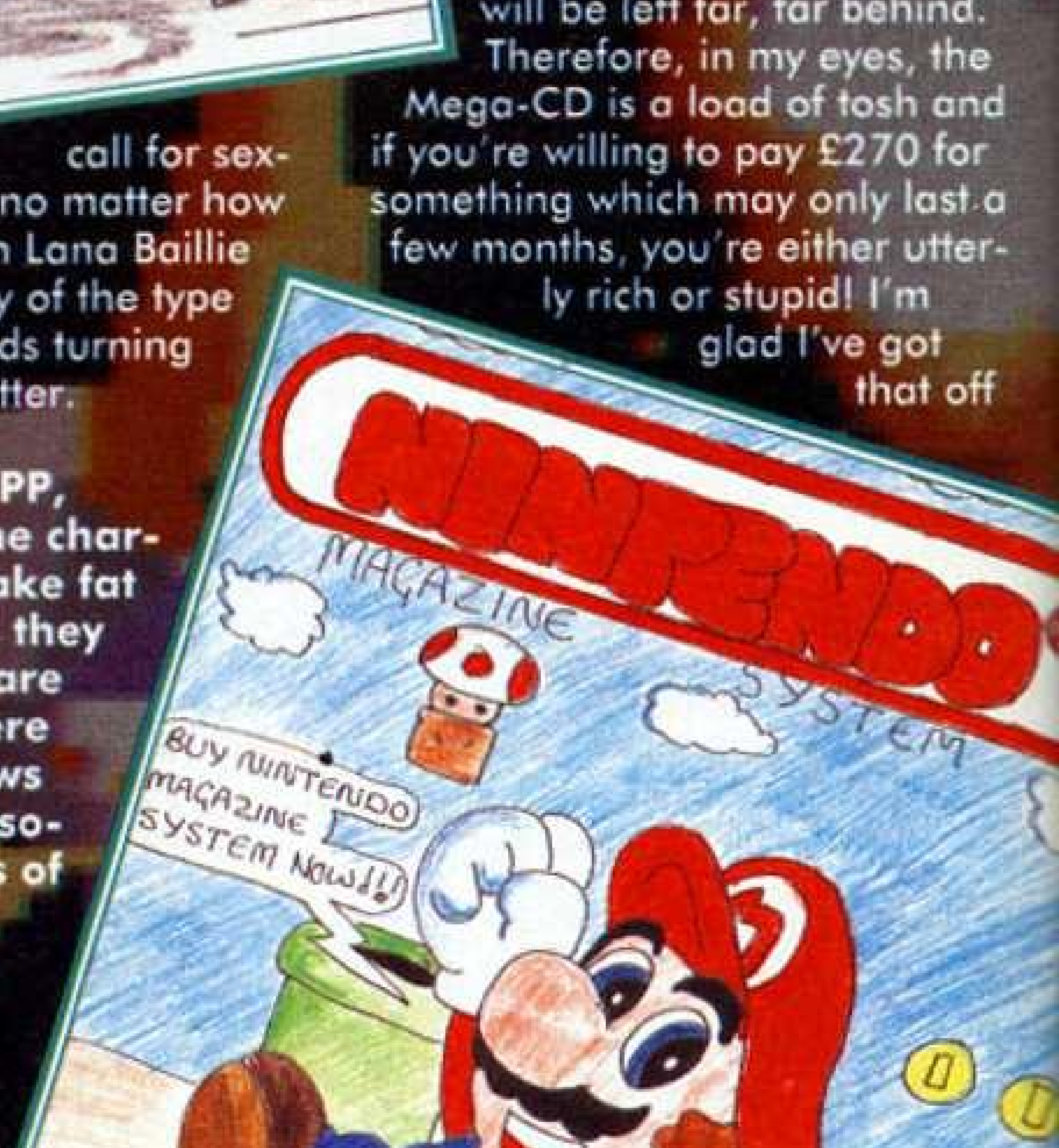
SEAL:Blimey, deep central! Well, PP, whilst there's no doubting that the characters you mention do indeed make fat wads of cash for loads of people, they do occasionally benefit the software and entertainment industry. Where would TV be without heroes? News bulletins galore and no fun whatsoever. Also, thinking that the likes of Clive and Earth Destroyer are going to make an appearance is being a little over the top, after all you could hardly call Bart Simpson the middle ground between your creations and characters such as Felix The Cat and Mickey Mouse who started the 'rot'. Yes, people who buy games are deemed as impressionable, but I don't think anybody is quite as gullible as you make out. Lighten up, PP, games are only meant to be fun things after all.

▼ Ken gets a punch up the bracket from Ryu, thanks to Ronald Andes.



LIZZY DRIPPING

Dear SEAL,
The other day I went into my local games store and a Mega-CD was there for people to play on. As any normal Super NES owner would, I went to have a go to see whether all the hype was true. The game playing was a race game called Jaguar XJ220 and, whilst it was as good graphically as Lotus on the Amiga, quite frankly I came away appalled. Ok, so the Mega-CD has good speed and sound, but it wasn't obvious from what I had seen. Also, as it is still only a 16-bit machine, there's no real benefit on the technology front either. If it is true about Nintendo releasing a 32-bit CD add-on, Sega will be left far, far behind. Therefore, in my eyes, the Mega-CD is a load of tosh and if you're willing to pay £270 for something which may only last a few months, you're either utterly rich or stupid! I'm glad I've got that off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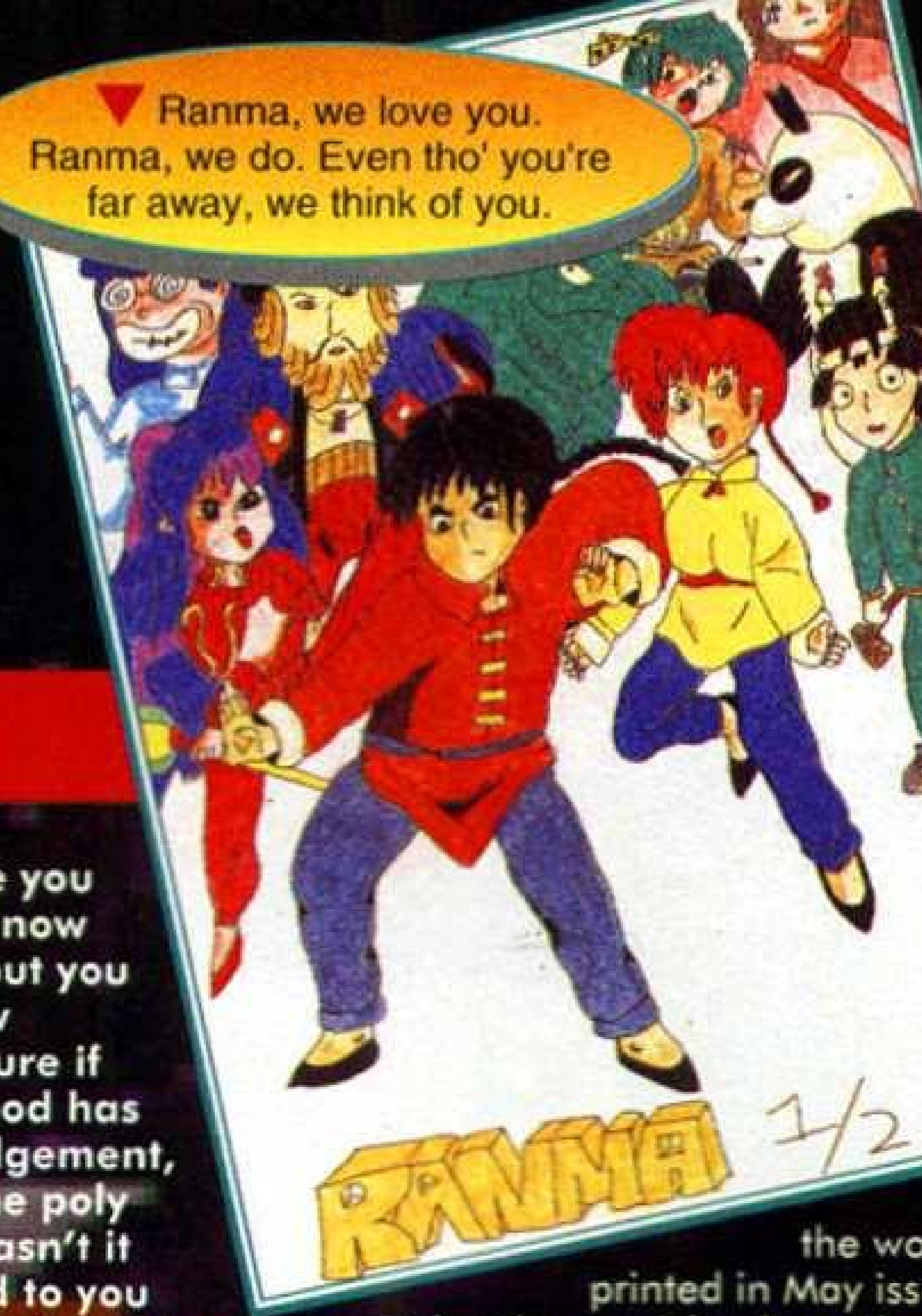
▲ Mario heads off to his latest 'Over-eaters Anonymous' meeting...

my chest - over to you...
Matthew Hall, Falmouth

SEAL:It's certainly true that the Mega-CD hasn't exactly lived up to expectations. Final Fight is the only half decent title we have seen so far, but it to be said that it's early days as of yet. Still, if the stuff on its way turns out to be as limited as the likes of Sewer Shark and Road Avenger, I think Mr Nintendo isn't sweating too much about not having his CD system out there yet.



Ranma, we love you. Ranma, we do. Even tho' you're far away, we think of you.

POTTY TIME

Dear SEAL,

I am writing this letter on behalf of all our NMS readers to expose the scandal at NMS. Why? Well, firstly, I would like to complain about the polythene bag which seals your mag each month. These holders con your readers into having to buy your magazine as they cannot rip open the bag to browse through the mag - ie. to see if a certain review is in the issue. And what happens if the review they want to see isn't in the issue, would they have still bought the mag? No, because this has happened to me on a number of occasions, and I'm sure it has happened to other readers, too. Secondly, each month in side your magazine you issue a free scratch card which is an 0898 scam to entice kids that they can win goodies like holidays, go-karts which probably don't exist. Thus, parents end up with mega-high phone bills, with NMS raking off 25% profit for supplying the cards, and the 0898 company keeping the rest. Yeah, I'm sure it's an easy way for you to make money, but it's only a matter of time before this racket is exposed and investigated like the high prices of carts at Nintendo and Sega.

My last complaint is the debacle concerning your letters page. You claim the writer of your star letter wins a T-shirt (why not a free game, after all it's a console mag not a catalogue), but you never state which letter is the letter of the month. These points make me wonder if NMS really does supply he goods. It's a scandal, a con, and a sad day for NMS readers. I rest my case...

Mark Smith, Lancaster

SEAL:Right, have you finished? Good, now shut up while I put you straight on a few things. I'm not sure if your obvious mood has clouded your judgement, but regarding the poly bag incidents, hasn't it actually occurred to you that the bags are there to ensure that the gifts we put on the front of the mag don't get nicked. What would you be more annoyed at: not seeing the review you wanted, or paying for the mag and finding the free book or video missing? We don't bag every issue, but until there is a happy compromise between giving away things on the front of the mag and still allowing the reader to browse, the bags will stay - that said, a new idea is currently being looked at. Although it doesn't seem you'll be around to see it. Shame. As for us creaming 25% of the 0898 profits, so you know this for sure do you? I take it you have incredible telepathic powers which let you read our obviously-money-grabbing minds. Wrong. We don't make any cash from the calls. As for your final point, we'll grant you that one about the letter not beeing marked. It'll be sorted as from next issue. I hope these have answered your 'questions' and you now feel that we're not all money-grabbing so-and-sos. If not, oh well...

NOGGIN THE NOG

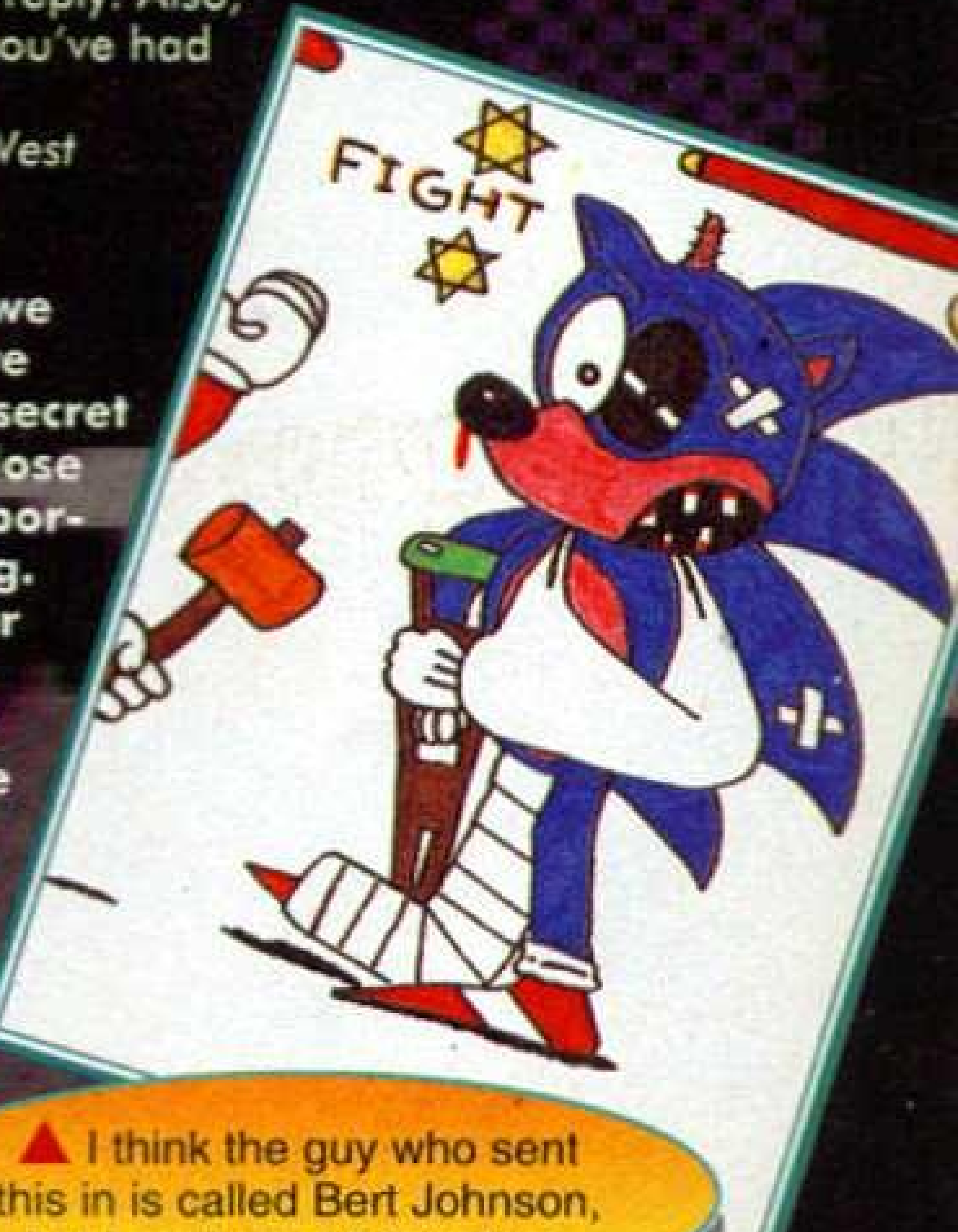
Dear SEAL

I don't usually write grumbly letters, bit I'm going to do it now. "Starwing Secret Worlds Revealed" said the cover, thus implying that the secret worlds were going to be revealed.But no. All you did was tell us they exist. The Black Hole which you exclusively revealed is on the map - I already know it exists, and I bought the mag on the strength of this very ambiguous statement. Of course the magazine was cellophane wrapped, which I think should be made illegal, so I couldn't look at what I was buying. To use the word 'Exclusive" on something that was printed in May issues of several other mags is shameful, as is using a misleading title on the cover to sell a magazine that cannot be opened.

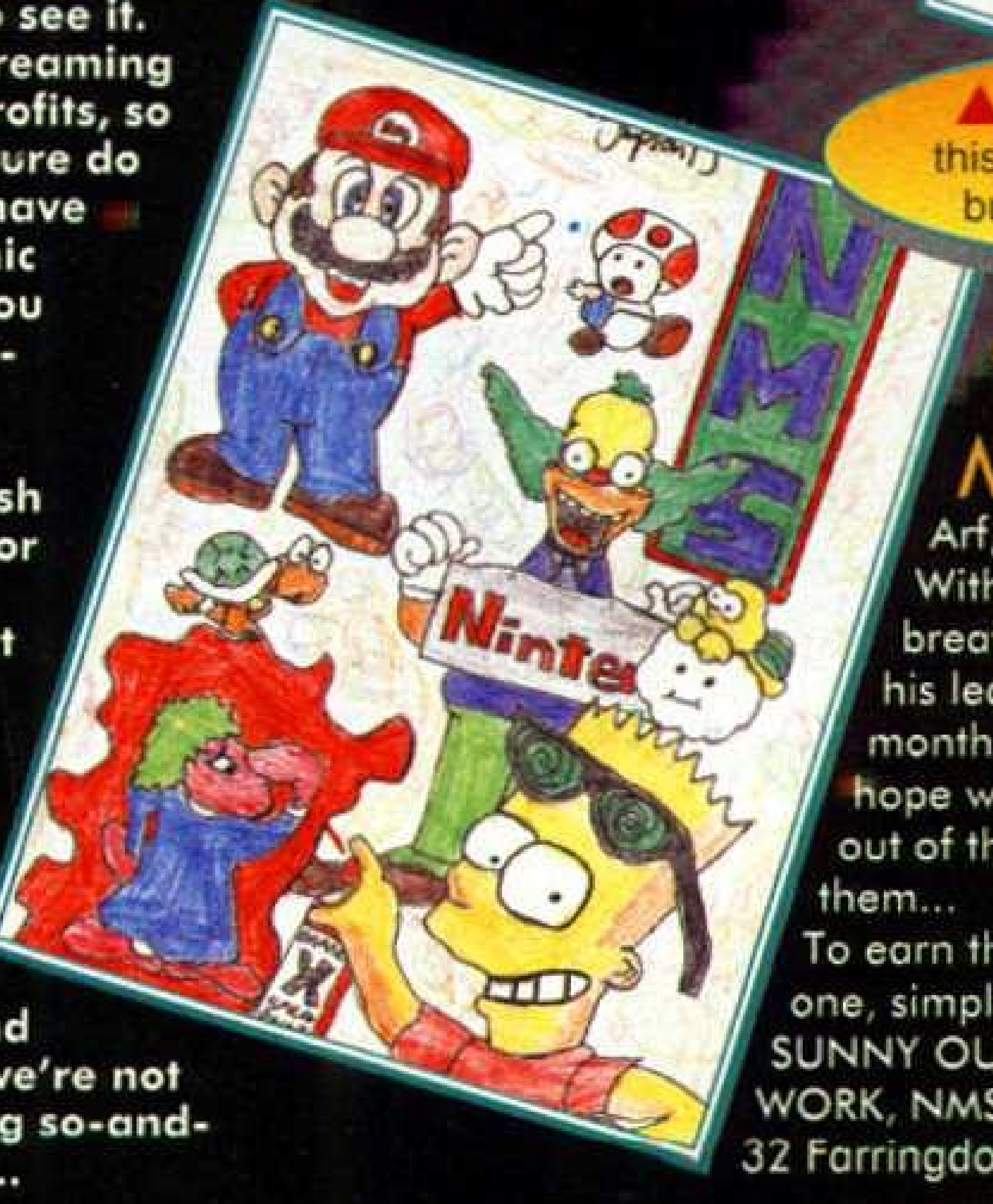
Also, why did you you make up the silly "Outlander" story about betrayal when the proper Outlander story is more feasible. It's still a crap game, though.

Right, the sun's shining and I don't feel grumbly anymore - just slightly cheated. I think the magic word must be something to do with Pink Oboe for what it's worth. I don't really mind if you don't print my letter, but I would appreciate a reply. Also, could I have Tuff E Nuff when you've had enough of it, thanks.
Richard Haggis, Bognor Regis, West Sussex

SEAL:At the time of writing, we were led to believe that there were in the region of seven secret worlds, and as we were so close to our deadline we felt it important to cram them in the mag. With regard to the Outlander review intro, the preproduction cart we had didn't have a scenario at the time, hence the made up one. Still, I thought it was quite a laugh. As for Tuff E nuff - on your bike, laddy.



I think the guy who sent this in is called Bert Johnson, but I can't read his writing.



'TIL NEXT MONTH, THEN...

Arf, arf, well that's all for this month. With a final exhaling of his Billingsgate breath, the bewhiskered one has taken his leave. Never mind, he'll be back next month for more replying japes. I just hope we can get those shiny stains he left out of the carpet before someone slips on them...

To earn the right to converse with the whiffy one, simply send your letters to:OH IT'S SUNNY OUT AND I CAN'T BE BOTHERED TO WORK, NMS, EMAP Images, Priory Court, 30-32 Farringdon Lane, London, EC1 3AU.

Q+A

READER SYSTEM

Climbing into his most durable pair of answering breeks, Jaz limbers up for another bout of Q&A. As he practises his toe curls in preparation for the dreaded CD and Colour Game Boy posers, he vents his pent-up aggression on the daft minions amongst you who feel they have to ask really dumb questions.Still, dumb or not, if you have a question you feel Jaz could answer for you, drop him a line at THE ANTI GARY BUSHELL CLUB Q&A, NMS, Priory Court, 30-32 Farringdon Lane, London, EC1 3AU.

Q

THE REYNOLDS GIRLS

Dear Jaz
When will Final Fight 2 be released in the UK and how much will it cost?
Richard Lyon, Withersea

A

JAZ:Its import release is imminent, but an official date has yet to be set.

Q

BIG FUN

Dear Jaz
Please could you answer my questions?
1. With the NES release of Street Fighter 2 imminent, is there any chance of a Game Boy version?
2. Will Final Fight ever appear on Game Boy?
3. Is Zool any good on Game Boy
Rick Lupton, Bradford

A

JAZ:1 and 2. SF2 doesn't seem likely, I'm afraid, and Final Final even less so. 3. It's too early to say, but it looks quite nice.

Q

THE BELLE STARS

Dear Jaz
Can you answer my questions?
1. When will Tazmania be coming out on the Super NES?
2. Is Max any good on the Game Boy?
3. Is Zen: Intergalactic Ninja anything like Zool?
4. When will Zool be coming out for the Super NES?
Ewan Hamilton, Midlothian

A

JAZ:1. July. 2. Yes, it's a smart little platformer. 3. Not in the slightest. 4. Not until Christmas by the looks of it.

Q

BUGGLES

Dear Jaz
Please answer my questions.
1. Is there a Super-CD, and if so when is it coming out?
2. Is Another World 2 coming out on the Super NES?
3. Are there any football management games coming out on the Super NES?
4. What is the best football game on the Super NES?
Paul Ritchie, Paisley

A

JAZ:1. Aaaarggh! Look, I know nothing of the Nintendo CD unit, as there is nothing concrete to see or report. And anyone who says different is talking out of their backside. When there's something real to see, you'll see it here first. End of subject. 2. The 'semi' sequel to Another World, Flashback, is currently being programmed by Tiertex for US Gold. It should be out in September/October. 3. A conversion of the Amiga classic, Player Manager, is on its way from Imagineer and is apparently going to be endorsed by Kevin Keegan. 4. S-t-r-iiiiiiiiiker!

Q

BOBBY CRUSH

Dear Jaz
I would be grateful if you could answer these questions for me.
1. I've heard that the Japanese version of Starwing runs slower than the US one, is this true?
2. When will Game Boy Zelda be released in this country?
3. In your opinion which has the better music out of Star Wars and Starwing?
4. When will Super NES Tiny Toons be released in the UK?
5. When is Mortal Kombat coming out?
Kristian Davis, Ashford

A

JAZ:1. Nope. 2. September looks quite likely, but a date has yet to be announced. 3. Star `wars - it's just like the film's.4. It's out now. 5. November.

Q

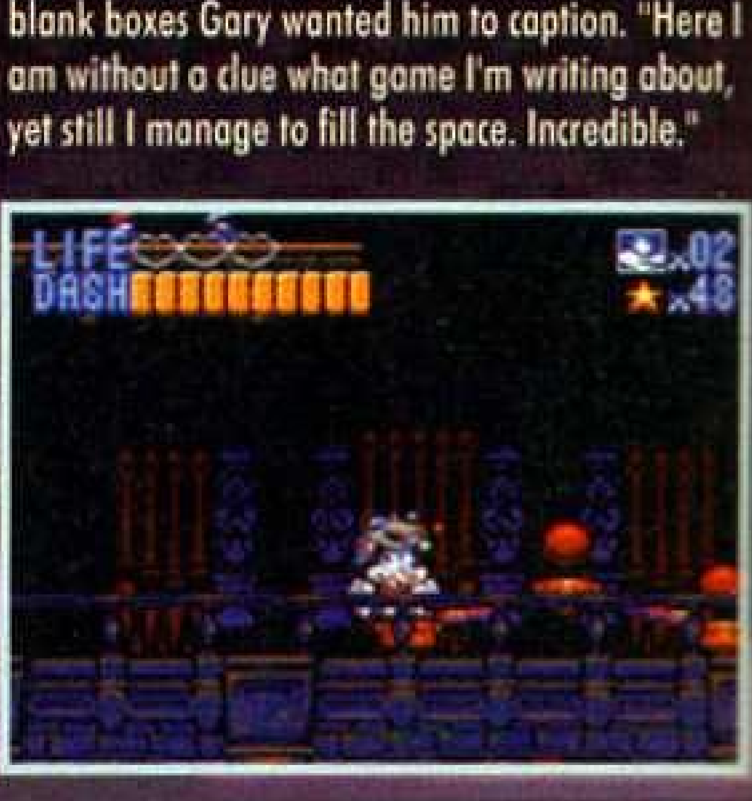
TIGHT FIT

Dear Jazza
Please could you answer my questions?
1. I've heard there's a level 97 on Mario World, is this true and, if so, where is it?
2. Are you going to print a complete solution to Mario World?
Chris Bullen, Gwent

A

JAZ:1. There isn't one, it was a hoax put about by The Sun. 2. It's not on the cards just yet, but it's a possibility.

▲ "It's funny," mused Steve as he looked at the blank boxes Gary wanted him to caption. "Here I am without a clue what game I'm writing about, yet still I manage to fill the space. Incredible."



GLEN MADEIROS

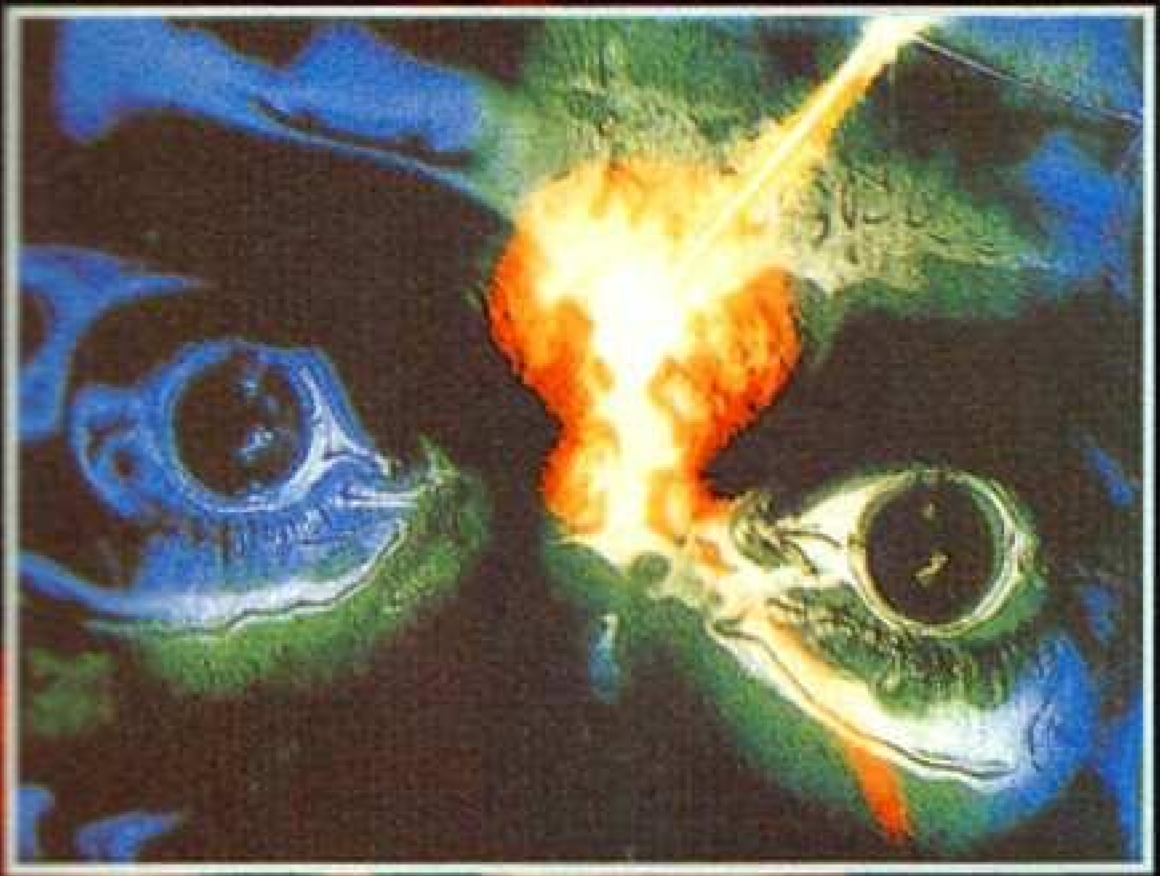
Dear Jaz

Please answer these questions for me.

1. Will Chaos Engine ever come out on the Super NES, NES or Game Boy?
2. Why is Gauntlet 2 on the Game Boy £30 and not £25 or £20 like other games?
3. Is Game Boy Probotector any good?

Tim Lee, Berkhamsted

JAZ:1. Renegade have no plans as of yet, but it's early days. 2. Dunno, mate. 3. Yes, give it a whirl.



PAPER LACE

Dear Jaz

I've been trying to get hold of some arcade machines for some time now, but whatever company I phone they always they don't have the ones I want or that they don't sell to the public. I would like to buy Indiana Jones And The Temple Of Doom as well as the Star Wars trilogy. Could you give me the address or phone number of someone who could sell me one of these machines?

R Gibson, Stevenage

JAZ:Your best bet is to read Coinslot magazine - ask your friendly local newsagent.

FLINTLOCK

Dear Jaz

I own a Super NES, and just recently my friend exchanged his for a Japanese Famicom. Now he says that all games, imported or official, are total cack on the UK Super NES because they are slower and have borders. What I wanted to know is when you review a game do the percentages correspond to being played on a UK Super NES or imported Famicom?

Antony Bean, Bournemouth

JAZ:We use a Super NES for all our games, although we also have access to Japanese and American systems if we need them.

MODERN ROMANCE

Dear Jaz

Congratulations on a brill mag, and could you answer my questions?

1. Is there an Asterix game on the Super NES?
2. If not, will there ever be one?
3. My friends reckon that Populous is rubbish. Are they right?
4. Is Super Tiny Toons any good?

John Cleave, Solihull

JAZ:1 and 2. It's on its way from Infogrames, and is looking quite nice, and should be here very soon. 3. No, it's probably too high-brow for them. Doh! 4. Yes, it's excellent - one of the best platformers there is.

LIFE
DASH
05
31
05

LIQUID GOLD

Dear Jaz

Please could you answer the following questions?

1. What is the best Golf game on the Super NES?
2. Which is best out of Sim City and Mario Paint?
3. Is the Game Genie worth buying?
4. I think Super Cars on the Amiga is great, is it coming out on the Super NES?

Steven Chandler, Surrey

JAZ:1. Irem Skins, followed closely by Pebble Beach. 2. Sim City - Mario Paint is too limited. 3. Yep. 4. Very doubtful indeed. In fact, no.

NENA

Dear Jaz

Please could answer my questions?

1. I'm going to Germany in the summer and my Dad says they use a PAL system. If this is the case does it mean that any games I buy there will work on my UK Super NES?
2. Do German games have English or German text?
3. How much do games cost in Germany?
4. Is it true that EA are going to convert Road Rash onto the Super NES?
5. Now that Nintendo own Bandai, does this mean that US games will be released earlier here?

Phillip Toomer, Doncaster

TIME
41
BEST
08

JAZ:1. It depends on the voltage, but I doubt it. 2. I should imagine so. 3. A little more than ours. 4. Yes, but they have no release date for it as of yet. 5. Yes, but not for a while.

RACEY

Dear Jaz

Could you please answer these questions for me?

1. I missed issues two and three and was wondering it there is any way I can get hold of them?
2. Will there be a Zelda 4?
3. If yes, is it still worth buying Zelda 3?
4. Should I buy Super Aleste or wait for Starwing?
5. Will there be a Mario Cart 2?
6. Is Lemmings 2 coming out on the Super NES?

Phillip Moss,

JAZ:1. You can try our back issues department. 2. Probably, but Nintendo haven't mentioned anything about it yet. 3. Yes. 4. Wait for Starwing. 5. I hope so, but it's early days. 6. No news yet.

FREEEZE

Dear Jaz

Please could you answer a few of my questions?

1. In a game shop I asked to play an imported version of Starfox. They plugged it into a converter and it worked, but in issue six you said it wouldn't. Why did this one work?
2. When is Art Of Fighting coming out on the Super NES and how much will it cost?
3. Do you think Art Of Fighting will be better than Tuff E Nuff?

Gavin Jones, Banbury

JAZ:1. Because it had the full range of pin connections rather than the truncated and cheaper converters, I expect. 2. There's no release date or price yet. 3. It's too early to say, but the potential is certainly there.

NMS

HIG

It's no good, I can't contain it any longer - you lot are so ugly, I can only hope you go out at night! Honestly, if there was a poll for ugly readers, Nintendo Magazine System would up there with the likes of What Gargoyle? and Mutant Monthly. Still, at least having a face like a Gorilla's bum means you are too ashamed to go out, and consequently your Nintendo scores are higher than those of our more pretty readers. This also explains why Steve Merrett, is so crap at games! Oh well, grip your sides in preparation, and prepare to witness this month's batch of high score malarkey.

The Score Monitor (Series VI)

SUPER NINTENDO SCOPE:

LAZER BLAZER A
1264600, V. E. Singer, Bournemouth, Dorset

LAZER BLAZER C
2310500, John Steward, Thurton, Norfolk

BLASTRIS A
53100, Jason Farley, Newbury, Berks

BLASTRIS B
20150, Jason Farley, same bloke, same place

SCOREMONITOR: Another dismal Scope showing, but it has to be said that if ever Mario needs a stunt double, John Steward could help out. As for Jason Farley, he brings true meaning tot he phrase 'the lights are on, the doors are open, but there's no-one in.' In fact, if you look u the word 'Drongo' in the dictionary it just says: See Jason Farley - Go On, It'll Make You Feel Better.

John Steward

Jason Farley

NES:

CASTLEVANIA:
1,565,000 Robert Deacon, Plymouth, Devon

CHIP 'N' DALE
1209 Adam Ford, Minehead, Somerset

DOUBLE DRAGON:
113,785 Henry Forster, Normanton, W Yorks

DUCK HUNT:
720,000 Mrs Alison Mason, Herne Bay, Kent

DUCK TALES:
$11,650,000 Greg Blair, Dunfermline, Fife, Scotland

GAUNTLET II
17,380 Jonathan Burnett, Cramlington

GREMLINS 2:
5246 Robert Wood, Seaforth, Liverpool

HYPER SOCCER:
67-0 Sarbjit Singh Gill, Huddersfield, W Yorks

MARBLE MADNESS
44,320 Carl Smith, Rugby, Warwicks

MEGA-MAN:
11,101,600 Steffen Sletvold, Norway

NINTENDO WORLD CUP:
51-0 Andrew Dinneen, Waterbeach, Cambs

PROBOTECTOR:
1,518,000 Steffen Sletvold, Norway

SNAKE, RATTLE AND ROLL
207,300 Carl Smith, Rugby, Warwicks

SUPER OFF ROAD
13170 Richard and Mike Fenn, Worksop, Notts

ULTIMATE AIR COMBAT
42000, Aldon Weirdo, Askwith, Yorkshire

SCOREMONITOR:Oh dear, how many kids in Britain have suffered from a haircut like that? I can hear a millions yells of anguish as I write this.

Aldon Weirdo

GAME BOY:

BART ESCAPES FROM CAMP DEADLY
374,712 Danny Offield, Ilfracombe, Devon

BATTLETOADS
36,270 Bob Pullen, Doncaster, S Yorks

BURAI FIGHTER
6291 Sarbjit Singh Gill, Huddersfield, W Yorks

DOUBLE DRAGON II:
248900 Iain Hogg, Dunfermline, Fife

CHOPLIFTER 2
7250 Tim Johnson, Reading, Berks

CONTRA
364,700 Bob Pullen, Doncaster, S Yorks.

KIRBY'S DREAM LAND
464,280 Gavin Richardson, Bishops Stortford, Herts

LOONEY TUNES
15,673 Jonathan Walker, Beddau, Mid Glam

NAVY SEALS:
102,500 James Harding, Sturminster Newton, Dorset

REVENGE OF THE 'GATOR
1,970,810 Gary Male, Finedon, Northants

SUPER MARIO LAND:
944190 Paul Chudnicki, Basingstoke, Hants

SCOREMONITOR:Paul, just one question: what exactly are you doing into the sink?

Paul Chudnicki

SUPER KICK OFF
52-0 Rob Porter, Warrington, Cheshire

TETRIS:
600047 Andrew Bonner, Bildeston, Suffolk

TURRICAN:
1,167,350 Robin Andrews, Dalkeith

TURTLES II
63,190 David Walker, Beddau, Mid Glam

HI SCORES

SUPER NINTENDO:

Daniel Barber

ADDAMS FAMILY
986470 Daniel Barber, Tiptree, Essex
SCOREMONITOR:Nice tanktop that, Daniel. Who acts as your fashion advisor - Stevie Wonder? Oh yeah, I see he also cuts your hair...

CAPTAIN NOVOLIN PLAYED IT TWICE (BEAT THAT!) Steve Merrett, NMS Towers
SCOREMONITOR:Here Steve reveals the secrets of his beauty, an intensive session of Dr Lecter's mud packs.

Steve Merrett

F1 EXHAUST HEAT:
160 Nat Bacon, Skelmersdale, Lancs.
SCOREMONITOR:If ever a picture was gagging for a caption, this is it! This was taken just before Nat went off to celebrate his high score with his 'mates'.

Nat Bacon

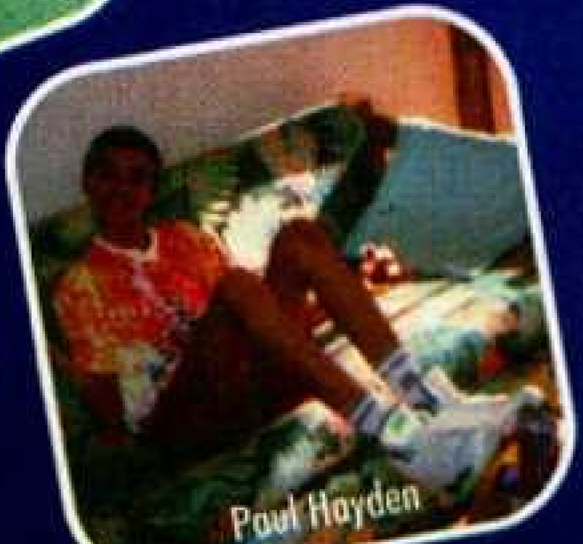
FI EXHAUST HEAT
146 Alexei O'Riordan, London
SCOREMONITOR:So chuffed with his score was Alexei, that he decided to stuff an entire orange in his mouth for this photo. Or something. Well, surely he can't really look like that? Good grief, you'd never go out, would you...

Alexei O'Riordan

PAPERBOY 2:
505300 Emma Page, Kingsteignton, Devon
SCOREMONITOR:Emma doing he best Deirdre Barlow impression. 'Nuff said...

Paul Davies NMS Towers, STARWING 95% ON LEVEL ON LEVEL 3, SCORING 66,900. ON LEVELS ONE AND TWO, HE SCORED THE MAXIMUM OF 60,000 - GETTING 100% ON EACH!

Emma Page



Paul Hayden

STREETFIGHTER II:
1608001 Paul Hayden, Enfield, Middx
SCOREMONITOR:Ooh, look everybody - a turd. Honestly, Paul, if anyone was destined to be a gameshow host, it's you. A nice try at blending in with the sofa, though.

STREETFIGHTER II
1211500 Paul Germain, Forest Gate, London

SUPER ALESTE:
6392820 Raj Kumor Singh, Ilford, Essex
SCOREMONITOR:Raj demonstrates the dangers of swallowing too much helium.

Raj Kumor Singh

SUPER GHOULS AND GHOSTS
248600 Steven Ross, Millfield, Sunderland

SUPER MARIO KART:
KOOPA BEACH:
1' 07" 61 Zenna Grant, London
CHOC ISLAND:
1' 18" 50 Zenna Grant, London
VANILLA LAKE:
0' 58" 51 Zenna Grant, London
BOWSER CASTLE 3
1' 52" 81 Robert Wagner, Dagenham, Essex
MARIO CIRCUIT 4
1' 58" 15 Zenna Grant, London

SUPER SOCCER
52-0 Davis Stubbs, Tunbridge Wells, Kent

SUPER TENNIS
720 Andrew Simpson, Stoke Gifford, Bristol

ZELDA III
Total games = 89, Matthew Osborne, Towcester Northants
SCOREMONITOR:My, what an impressive moustache that is, Matt. I just bet all the girls think you're dead mature and hunky with that. Either that or they think you've been swigging from the milk bottle again.

Matthew Osborne

Well, motley hardly sums them up does it? Still, if you have a sense of humour and a high-score, send all your greatest scores in to us at NMS, along with a photo so we can print it - oh and take the micky mercilessly, of course. Go on, it's all a laugh, and besides if you've got something to brag about then do so - as someone's mother once said, no doubt. See you next issue...

Send Coupons to:
HAVE YOU GOT ESMERELDA'S PHONE NUMBER, I MAY BE IN WITH A CHANCE! HIGH SCORES, NMS, 30-32 FARRINGDON LANE, LONDON EC1R 3AU

NAME: ______________________________
ADDRESS: ______________________________
____
SYSTEM: ______________________________
GAME TITLE: ______________________________
SYSTEM: ______________________________
SCORE/LEVEL: ______________________________
GAME TITLE: ______________________________
SCORE/LEVEL: ______________________________
GAME TITLE: ______________________________
SYSTEM: ______________________________
SCORE/LEVEL

I'M SO UGLY WHEN I WAS A BABY MY MUM FED ME BY CATAPULT, SO PLEASE FIND ENCLOSED MY APPLICATION AND PHOTOGRAPH.

NINTENDO MAGAZINE SYSTEM
GAMES INDEX

SUPER NES

ADDAMS FAMILY
SEAL OF QUALITY
Glossy platform game which is great fun to play.
OVERALL:90%

ADDAMS FAMILY 2 - PUGSLEY'S SCAVENGER HUNT
Highly polished presentation and solid, if unoriginal, gameplay.
OVERALL:89%

AMAZING TENNIS
SEAL OF QUALITY
Takes a bit of getting into, but worthwhile once mastered.
OVERALL:91%

BLAZING SKIES
Great graphics, shame about the shallow and frustrating gameplay.
OVERALL:49%

BLUES BROTHERS
Badly programmed platform charade. Avoid like the wind, noble readers.
OVERALL:47%

BRAWL BROTHERS
Better-than-average Final Fight clone, worth a look if you can't wait for Final Fight 2.
OVERALL:84%

CALIFORNIA GAMES 2
Totally sacrilegious, destroys the reputation of the Cali Games phenomena, er dude!
OVERALL:20%

CHESTER CHEETAH - TOO COOL TO FOOL
Insipid pile of old trousers in platform guise.
OVERALL:69%

CHUCK ROCK
Amusing and action-packed platform puzzler.
OVERALL:89%

COMBATRIBES
Badly executed and very boring indeed to play.
OVERALL:46%

CONTRA SPIRITS
SEAL OF QUALITY
Incredible Super NES classic. An essential purchase.
OVERALL:95%

CYBERNATOR
SEAL OF QUALITY
Almost as good as Contra, and also a top priority buy.
OVERALL:93%

DESERT STRIKE
Novel twist to the shoot 'em up genre and highly enjoyable, if rock hard.
OVERALL:83%

EXHAUST HEAT
SEAL OF QUALITY
In-depth racing sim of doom. Less faffing than in the sequel.
OVERALL:92%

EXHAUST HEAT 2
SEAL OF QUALITY
Technically accomplished and groovy follow up to the original.
OVERALL:92%

FINAL FIGHT
SEAL OF QUALITY
Top quality beat 'em up which deserves a good home.
OVERALL:92%

FIRST SAMURAI
Tragic Amiga port-across. Avoid at all costs.
OVERALL:62%

Well programmed but pretty dull shoot 'em up. Look at Axelay et al first.
OVERALL:79%

FLYING HERO
Average cutesy shoot 'em up. Andy likes it though.
OVERALL:64%

F-ZERO
SEAL OF QUALITY
Flagship triumph of Mode 7. A definite classic.
OVERALL:90%

GODS
Challenging and pretty original, but clumsy controls and total Super NES capabilities bypass.
OVERALL:80%

GUNFORCE
Slowest game ever, and ridiculously easy to boot. One to not buy at any cost.
OVERALL:29%

IREM SKINS GAME
Relaxing golf knockabout. Probably the best Super NES golf game around right now.
OVERALL:76%

JAKI CRUSH
Minor gameplay erraticisms mar this otherwise splendid pinball sim.
OVERALL:86%

JIMMY CONNORS PRO TENNIS TOUR
Fiddly controls and faulty collision put this out of the league of Super Tennis.
OVERALL:79%

KI KI KATAI
SEAL OF QUALITY
Fantastic shoot 'em up which is as tough as tough can be.
OVERALL:90%

LEMMINGS
SEAL OF QUALITY
Fabola puzzle game for people with lots of patience.
OVERALL:92%

LOST VIKINGS
Takes a bit of getting into, but this puzzle/platformer is really quite good.
OVERALL:80%

MARIO PAINT
The novelty soon wears off, and all aspects are too limited to really make this worth the cash.
OVERALL:65%

THE MAGICAL QUEST STARRING MICKEY MOUSE
Brilliantly presented and good fun for a while, but it's hopelessly easy. Bah.
OVERALL:79%

MECHWARRIOR
Not much variety, but this is a tough giant robot battle simulation which is great fun.
OVERALL:81%

MONOPOLY
Do you like playing Monopoly on your own? Then buy this. Otherwise, steer clear.
OVERALL:56%

ON THE BALL
A fast and furious arcadey puzzle game spoilt by its complete easiness.
OVERALL:82%

PAPERBOY II
Wobbly controls, abysmal graphics and almost no gameplay. What a waste.
OVERALL:41%

PILOTWINGS
SEAL OF QUALITY
The novelty doesn't last long, but underneath Pilotwings is complex and highly enjoyable.
OVERALL:90%

PUSHOVER
The puzzles aren't too taxing at first and the game doesn't seem very polished, but this is still quite good fun.
OVERALL:78%

Q*BERT III
Odd controls and lovely backgrounds but loses its appeal after a couple of days.
OVERALL:70%

RANMA 1/2 II
Excellent two player beat 'em up not even worth a glance in one-player mode.
OVERALL:79%

RIVAL TURF
A poor man's Final Fight. Not enough action, variety or playability.
OVERALL:48%

SIM CITY
SEAL OF QUALITY
In depth city-building strategy classic. Absolute must for all budding town planners.
OVERALL:93%

STARWING
SEAL OF QUALITY
Skrikes! Incredible shoot 'em up. Every home should have one.
OVERALL:96%

STREETFIGHTER 2
SEAL OF QUALITY
Most famous game ever. A splendid conversion which everyone should have by now.
OVERALL:96%

SUPER ADVENTURE ISLAND
Wonderboy hits the Super NES. Good fun but too easy.
OVERALL:78%

SUPER CASTLEVANIA
SEAL OF QUALITY
One of the best platform beat 'em ups on the Super NES. A definite must-have.
OVERALL:91%

SUPER GHOULS 'N' GHOSTS
SEAL OF QUALITY
Ultra-hard platform adventure revelling in its own brilliance.
OVERALL:94%

SUPER GOAL
Limited selection of moves and superhuman keepers put the nails in the coffin of this one.
OVERALL:60%

SUPER JAMES POND
Poor collision detection and horrendous slow down spoil what would otherwise be a fantabulous game.
OVERALL:78%

SUPER KICK OFF
Nowhere near as good as it should have been. Wait for Striker instead.
OVERALL:73%

SUPER MARIO BROTHERS IV
SEAL OF QUALITY
Graphics look a bit dated now, but the game is still as amazing as ever. One of the best video games of all time.
OVERALL:98%

SUPER MARIO KART
SEAL OF QUALITY
Superb, and challenging, comedy race game featuring Mario and pals.
OVERALL:92%

SUPER NBA BASKETBALL
SEAL OF QUALITY
Very dead good and deep basketball sim recommended to fans and non-fans alike.
OVERALL:92%

SUPER R-TYPE
Bad case of the slowdown and low difficulty level makes this look very dated indeed.
OVERALL:76%

SUPER SLAM DUNK
Clever Mode 7 basketball game. A bit fiddly but highly enjoyable nonetheless.
OVERALL:88%

SUPER SOCCER
Technically outstanding but awkward to play and limited soccer game.
OVERALL:79%

SUPER STAR WARS
SEAL OF QUALITY
Superlative platform game which packs a big challenge with fantastic music too.
OVERALL:94%

SUPER TENNIS
SEAL OF QUALITY
Loads of moves, spot-on speed and a lengthy challenge make this the best tennis game ever.
OVERALL:94%

SUPER TETRIS 2
SEAL OF QUALITY
It's Tetris and, as a result, it's really good. Bonus game BomBliss is likewise smart.
OVERALL:93%

SYVALION
Original and responsive but repetitive and ultimately exceedingly dull.
OVERALL:41%

TINY TOON ADVENTURES
SEAL OF QUALITY
Ultra-cute and staggeringly varied platform game which is destined for classic status.
OVERALL:93%

TOM & JERRY
THQ have done it again! Yes, once more, that notorious software house has turned in yet another contemptible effort. Tom and Jerry is a platform game and it is very bad indeed.
OVERALL:37%

TUFF E NUFF
Only four characters and no real scope for tactical play, but there's loads of moves and it's faster than Streetfighter 2.
OVERALL:89%

UN SQUADRON
SEAL OF QUALITY
Very very hard and certainly impressive. Another Capcom shoot 'em up winner.
OVERALL:94%

WING COMMANDER
Over-presented and under-gameplayed, Wing Commander is a rather boring flight sim.
OVERALL:62%

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WORDTRIS
Not good enough to justify the price tag, but still a taxing and enjoyable puzzle game.
OVERALL:79%

XANDRA'S ADVENTURE
Doesn't look much, but Xandra's Adventure is tough, absorbing and highly playable.
OVERALL:89%

ZELDA III
SEAL OF QUALITY
Huge, sprawling and very difficult RPG. A classic if you've got any patience whatsoever.
OVERALL:95%

NES

ADDAMS FAMILY
Very few new ideas to be found here, but Addams Family is still quite a jolly platform jape.
OVERALL:71%

ADVENTURE ISLAND II
Wonderboy hits the NES. Mildly enjoyable but ultimately unrewarding.
OVERALL:71%

ADVENTURES OF LOLO
Intriguing isometric puzzle game. Very challenging but rather too sedate.
OVERALL:74%

AIRWOLF
Unoriginal and uninspiring, but a pretty solid blast all the same.
OVERALL:75%

BAD DUDES
Too slow, too slow and too badly programmed to be of any interest at all.
OVERALL:39%

BALLOON FIGHT
Great fun at first, especially in two-player mode, but the appeal quickly wanes.
OVERALL:74%

BATMAN
SEAL OF QUALITY
Incredible graphics and sound back up a long, challenging and highly enjoyable title.
OVERALL:92%

BATMAN II: RETURN OF THE JOKER
Looks great, sounds great, reasonably original, and very challenging.
OVERALL:83%

BATMAN RETURNS
Not bad Double Dragon-type beat 'em up which gets better further in, but still isn't earth-shattering.
OVERALL:74%

BATTLE OF OLYMPUS
Solve those puzzles! Play that role! Not as good as Zelda 2!
OVERALL:79%

BATTLETOADS
SEAL OF QUALITY
Long, arduous and taxing beat 'em up/platform game from Rare. Great fun, especially in two-player mode.
OVERALL:91%

BASEBALL
Slow, unresponsive and lacking in all those stats and things baseball fans like.
OVERALL:60%

BAYOU BILLY
Three-in-one type affair here, with a light gun level too. Good fun, but not essential.
OVERALL:79%

BIONIC COMMANDO
One of the hardest NES games ever ever. Good fun, but the difficulty level could put some players off.
OVERALL:81%

BLACK MANTA
Poor graphics disguise a varied and very playable game.
OVERALL:80%

BLADES OF STEEL
Ice Hockey sim with obligatory beat 'em up section. Good fun for single players, but best in 2-up mode.
OVERALL:85%

BLASTER MASTER
SEAL OF QUALITY
Blaster Master might be old, but it's still absolutely incredible. Great graphics, and heaps of variety. Essential purchase.
OVERALL:91%

BLUES BROTHERS
Grotty platform game in which you guide the Brothers around the landscape avoiding things. It's boring, inane and the graphics aren't much cop.
OVERALL:40%

BLUE SHADOW
Excellent platform game with Ninja combat-style overtones. Great graphics and plenty of action make this one that combat fans should look out for.
OVERALL:88%

BOULDERDASH
SEAL OF QUALITY
Fantastic fast-paced puzzle game which really stands the test of time.
OVERALL:90%

A BOY AND HIS BLOB
SEAL OF QUALITY
Imaginative mix of platform and puzzling action which is dead good.
OVERALL:91%

BUBBLE BOBBLE
Superb conversion of the ultra-cute bubble-blowing flick screen platform coin-op.
OVERALL:89%

BUCKY O' HARE
No originalityo, Bucky isn't a terrible game but offers nothing new.
OVERALL:72%

BUGS BUNNY'S BIRTHDAY BLOW-OUT
An absolute heap of cack.
OVERALL:35%

BURAI FIGHTER
A decent enough blaster with plenty of death and a bit of a challenge.
OVERALL:79%

CALIFORNIA GAMES
SEAL OF QUALITY
Pointless in one-player mode (there's no competitive 1-up option) but great fun
OVERALL:91%

CAPTAIN PLANET
Shoot 'em up/platform type game which, sadly is far too cumbersome to be enjoyable.
OVERALL:56%

CAPTAIN SKYHAWK
SEAL OF QUALITY
Smart isometric shoot 'em up from those lovely chaos at Rare.
OVERALL:90%

CASTLEVANIA
Playable enough platform game superceded by its sequel.
OVERALL:80%

CLU-CLU LAND
Bizarre Pac Man clone. Initially good fun, but severely limited long-term appeal.
OVERALL:62%

COBRA TRIANGLE
SEAL OF QUALITY
Isometrics a-go-go in Rare's boat racing shoot 'em up affair. Loads of levels and it's none too easy.
OVERALL:94%

CRACKOUT
Aaaaaarrrgh! Hideous Breakout clone. Utter pants.
OVERALL:21%

DAYS OF THUNDER
Alright, if lacking in variety, graphics but the action in this 3D racer is slow, tedious and chundersome.
OVERALL:39%

DEFENDER OF THE CROWN
Take a time warp in this mediaeval strategy game - back to the Land Before Gameplay. Not very good even if you like this sort of thing.
OVERALL:59%

DEFENDERS OF DYNATRON CITY
"Wacky" license, "cacky" game.
OVERALL:36%

DIGGER T ROCK
Action-packed arcade puzzler with decent graphics and oodles of gameplay.
OVERALL:89%

DONKEY KONG
Poor old Mr Kong is getting on a bit, and the simplicity of this pensionable title really shows it.
OVERALL:45%

DONKEY KONG JUNIOR
Four screens of yawns. There's not enough here to justify purchase.
OVERALL:46%

DOUBLE DRAGON
Not bad conversion of the legendary coin-op. Looking a bit dated, but still not bad.
OVERALL:75%

DOUBLE DRAGON II
A big improvement over the original title, Double Dragon II is heartily recommended to fist fans. And beat 'em up fans, too.
OVERALL:84%

DOUBLE DRAGON III
Loads of options and ideas, but it's too slow and ridiculously frustrating.
OVERALL:65%

DOUBLE DRIBBLE
Slightly confused perspective, but still has enough action to satisfy most basketball fans.
OVERALL:70%

DRAGON'S LAIR
Grinks! Do not even approach this travesty.
OVERALL:21%

DR MARIO
A bit too close to Tetris for comfort, but this is still a fun puzzle game.
OVERALL:88%

DROP ZONE
Feeble graphics but the gameplay is surprisingly fresh for this new conversion of an ancient coin-op.
OVERALL:87%

DUCK HUNT
Testimony to the righteous demise of the Zapper light gun, this is not very good indeed.
OVERALL:57%

DUCK TALES
SEAL OF QUALITY
Another golden oldie platform jape from those chaps at Disney.
OVERALL:90%

ELITE
SEAL OF QUALITY
Accomplished conversion of the classic trade 'em up then shoot 'em up legend.
OVERALL:91%

EXCITEBIKE
Nippy scrolling and courses drenched in laughs make this worthy of inspection.
OVERALL:84%

FELIX THE CAT
Good platform game let down by daft easiness setting. Good one for younger players, though.
OVERALL:71%

FESTER'S QUEST
Tedious scrollaround "adventure".
OVERALL:58%

FAXANADU
Plenty of depth but little action or excitement in this RPG-type affair. Try it if you're affair something different.
OVERALL:79%

FOUR-PLAYER TENNIS
Absolute steaming pile of old pants. Wobbly graphics, terrible sound, no moves, godawful collision detection and almost no response to the controls.
OVERALL:27%

GALAXY 5000
SEAL OF QUALITY
It's from Rare! It's an isometric race game! It's dead brill!
OVERALL:91%

GAUNTLET II
SEAL OF QUALITY
Smart maze-cum-shooting extravaganza which is well worth a look.
OVERALL:90%

GHOSTBUSTERS II
A variety of sub-levels make up this game. Sadly, none of them are much cop, and the graphics are trolleys.
OVERALL:57%

GHOSTS 'N' GOBLINS
Dodgy responses, frustrating gameplay and bad graphics.
OVERALL::55%

GOAL!
Terrible, terrible soccer mockery.
OVERALL:33%

GODZILLA
Ghastly scrolling plodalong which suffers dreadful flicker and frustratingly awkward gameplay.
OVERALL:41%

GOLF
Arcadey golfing sim recommended to fans of the sport.
OVERALL:76%

GRADIUS
SEAL OF QUALITY

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Offers nothing new, but is spectacularly executed. Priority blasting purchase.
OVERALL:90%

GREMLINS II
Yet another good example of a Nintendo scrollalong shoot 'em up, available at budget price in some stores.
OVERALL:87%

GUMSHOE
This Zapper gun game has excellent graphics and some jaunty tunes backing the action, but the simple action grows dull very quickly.
OVERALL:68%

GUNSMOKE
Not bad conversion of the (very) old Wild West coin-op. It's getting on a bit though, so blasting fans would do well to check out a more recent shoot 'em up.
OVERALL:69%

HIGH SPEED
Great conversion of the Williams pinball table along similar lines to Pinbot. Worth a look if you're a pinball fan. If not, you might find the action a tad repetitive.
OVERALL:82%

HOGAN'S ALLEY
Though this is graphically quite nice, Hogan's Alley's gameplay is very limited and most of the game's options seem to be exhausted after a few sessions' play.
OVERALL:60%

HOOK
Unoriginal platform game which sports nice graphics but is sadly let down by lack of action and large areas in which there's very little to do.
OVERALL:62%

THE HUNT FOR RED OCTOBER
Bad graphics, terrible sound, but quite good gameplay in this shoot 'em up.
OVERALL:64%

HYPER SOCCER
A reasonable football game, which still fails to generate much in the way of soccer excitement.
OVERALL:62%

ICE CLIMBER
Guide your Eskimo through the platform levels of this tedious old piece of parp.
OVERALL:58%

IKARI WARRIORS
Poor responsiveness and frustrating gameplay put the nails in the coffin of this vertical blaster.
OVERALL:48%

IRONSWORD
Very tough indeed, but this follow-up to Wizards and Warriors is also very average.
OVERALL:77%

ISOLATED WARRIOR
Fab isometric blaster somewhat spoilt by a low difficulty level.
OVERALL:80%

KICK OFF
Poor ball logic and awkward controls ruin this potentially-great soccer game.
OVERALL:36%

KABUKI
SEAL OF QUALITY
One of the best, and certainly most original platform beat 'em ups on the NES.
OVERALL:90%

KID ICARUS
Not bad, but pales in comparison to more recent platform games.
OVERALL:68%

JACKIE CHAN'S ACTION KUNG-FU
SEAL OF QUALITY
Superb platform game with great graphics and loads of challenge.
OVERALL:93%

JACK NICKLAUS GOLF
Slow, jerky and bug-ridden golf sim.
OVERALL:48%

KICKLE CUBICLE
Kickle Cubicle would be an excellent puzzle cum action game, but it's just too easy to complete.
OVERALL:72%

KUNG-FU
Doesn't look much, but the tough, challenging gameplay at knockdown price is quite a laugh. Worth a look for beat 'em fans.
OVERALL:72%

LIFE FORCE
SEAL OF QUALITY
Top notch two-player horizontally scrolling shoot 'em up with smart graphics.
OVERALL:92%

LEGEND OF ZELDA
Expensive RPG, but certainly worth a look for fans of the genre (© Cringy Cliches Inc).
OVERALL:86%

LEMMINGS
Good enough puzzler spoilt slightly by overly indistinct graphics.
OVERALL:85%

LITTLE NEMO
Jolly platform game which is just too darned hard for its own good.
OVERALL:79%

LOW-G MAN
Horrible graphics but excellent and innovative gameplay make this quite a jape.
OVERALL:84%

LUNAR POOL
Fun for pool fans, but a waste of time for the non-initiated.
OVERALL:75%

MACH RIDER
Laughable graphics and dull gameplay adorn this poor Roadblasters clone.
OVERALL:36%

MANIAC MANSION
Fantastic (and hilarious) icon-driven RPG. Essential providing you can afford the hefty price tag.
OVERALL:89%

MARBLE MADNESS
Not many levels, but this arcade conversion is still great fun.
OVERALL:85%

MARIO BROTHERS
Not of the Super variety, this is a single screen puzzle/platformer which is quite good, especially in two-player mode.
OVERALL:83%

MEGAMAN
SEAL OF QUALITY
First in the long-toothed platform series. Dead good, but very hard.
OVERALL:92%

MEGAMAN II
SEAL OF QUALITY
Incredibly impressive and good fun, but totally ultra-rock-doom-hard.
OVERALL:93%

METAL GEAR
Samey backgrounds make this maze/shoot 'em up title confusing and dull.
OVERALL:52%

METROID
Graphically impressive with loads of original features and taxing gameplay.
OVERALL:80%

MIKE TYSON'S PUNCH-OUT!!!
SEAL OF QUALITY
Loads of moves, opponents and challenge, this is one of those classic NES games everyone should have.
OVERALL:94%

MISSION: IMPOSSIBLE
Smart RPG/adventure overtones lift this overhead-view blaster above the norm.
OVERALL:86%

NEW ZEALAND STORY
Perfect conversion of the arcade machine, marred by being far too easy.
OVERALL:79%

NINTENDO WORLD CUP
Terrible, terrible four-player soccer game not even one player should have to suffer.
OVERALL:33%

PAPERBOY
Retarded graphics, grotesque sounds and awkward, frustrating gameplay are the norm for this title.
OVERALL:30%

PINBALL
Very old, and also very superceded by the excellent Pinbot.
OVERALL:45%

PINBOT
Excellent graphics, unbelievable sound, and brilliant playability, this is one fabbo game!
OVERALL:89%

POPEYE
Simplistic and limited, Popeye carries little lasting appeal, even for younger players.
OVERALL:67%

POWERBLADE
No marks for originality, but the enjoyable and challenging gameplay make this platform shoot 'em up worth a look.
OVERALL:88%

PRINCE OF PERSIA
Controls are awkward at first, but persevere and you'll find a challenging and rewarding platform game.
OVERALL:87%

PROBOTECTOR
A fast and furious blast converted from the old GryZor coin-op. Recommended to violence fans.
OVERALL:81%

PRO WRESTLING
Pathetic sprites, slow moving gameplay and no fun value whatsoever. Check out Tecmo Wrestling instead.
OVERALL:45%

RAD RACER
An old OutRun-style racer, but still matches up to the competition. A top game.
OVERALL:80%

RAD GRAVITY
Rad Gravity is a cool platform game, with nice blasting elements added in for good measure. Recommended for platform fans after a challenge.
OVERALL:82%

RAINBOW ISLANDS
This is a good conversion of the Taito coin-op, ruined by slow gameplay and poor response.
OVERALL:67%

RC PRO-AM
Quite a nice isometric racer, this, but overshadowed by the sequel.
OVERALL:85%

RC PRO-AM 2
Brilliant game for up to four players, although there is a better game of this type on the market.
OVERALL:87%

RESCUE
Terrible collection of dull sub-games in this terrorist-siege-breaking game.
OVERALL:41%

RESCUE RANGERS
With one or simultaneous two-player options, Rescue Rangers is fast, smooth, cute and playable. A very good game that should appeal to platform fans.
OVERALL:88%

ROAD BLASTERS
Far too easy - any competent player should get through it in no time. Once completed, Road Blasters doesn't have much to attract you back for more.
OVERALL:48%

ROAD FIGHTER
Absolute trousers.
OVERALL:9%

ROBOCOP
Sluggish controls and very repetitive gameplay don't makes things much fun in this grotty platform game.
OVERALL:60%

ROBOCOP 2
Slick, but ultimately frustrating platform game which features plenty of challenge but nothing new or exciting in terms of gameplay features.
OVERALL:76%

ROLLERGAMES
Fairly jolly, but rather repetitive future sports simulation which could do with better visuals.
OVERALL:76%

ROBO WARRIOR
An original, but limited, slow and dull game in which you bomb your way through a series of baddie-packed screens.
OVERALL:51%

RODLAND
Simple and entertaining game for Bubble Bobble fans.
OVERALL:79%

RUSH 'N' ATTACK
Otherwise known as Green Beret, this is a fairly simplistic but very compulsive beat 'em up packed with senseless violence.
OVERALL:83%

RYGAR
The gameplay in this beat 'em up is fairly interesting but on the whole, Rygar is probably only worth buying if you remember enjoying the coin-op.
OVERALL:70%

SECTION Z
This game is severely lacking in excitement as it's so repetitive and the weapons are completely weedy. Save your money and your sanity.
OVERALL:46%

720 DEGREES
This is a very decent conversion of the old

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Atari skateboarding coin-op which sports plenty of challenge and variety. A must for fans of the coin-op and skateboarders in general.
OVERALL:84%

SHADOWGATE
Shadowgate is an icon-driven adventure game crammed with frustrating puzzles and thousands of unfair sudden death scenarios.
OVERALL:26%

SHADOW WARRIOR
This a great slash 'em up that's well-presented with groovy graphics and sound. Challenging and superb fun and well worth your pounds sterling.
OVERALL:89%

SILENT SERVICE
An addictive and involving submarine sim for strategically-minded NES owners.
OVERALL:87%

SIMON'S QUEST
There's not a lot of variety, but hardened arcade adventure fans should find the gloomy atmosphere is most engrossing.
OVERALL:85%

SIMPSONS: BART VS THE SPACE MUTANTS
It might not exactly be action packed, but there's enough to this platformer to make it worthwhile to even not Simpsonsites.
OVERALL:88%

SKATE OR DIE
Skate or Die is a fun game with great graphics and is highly recommended to board thrashers.
OVERALL:82%

SMASH TV
SEAL OF QUALITY
A complete, full and really excellent conversion of the ultra-violent coin-op. Death fans should rush out and purloin this immediately.
OVERALL:90%

SNAKE, RATTLE 'N' ROLL
SEAL OF QUALITY
The excellent graphics add atmosphere to the proceedings and the tough gameplay means there's weeks of play, at least, to this game.
OVERALL:94%

SNAKE'S REVENGE
Snake's Revenge is extremely difficult to play, slow, unrewarding and tedious.
OVERALL:49%

SOCCER
Even though this is positively ancient, it's still miles better than all the newer Nintendo football games.
OVERALL:83%

SOLAR JETMAN
SEAL OF QUALITY
Tough, addictive and great fun, Solar Jetman is a space shooting and collecting game no NES owner should be without.
OVERALL:95%

SOLOMON'S KEY
This is an excellent conversion of the Data East coin-op, which is one of the best arcade puzzle games out. One for brain fans and no mistake.
OVERALL:83%

SOLSTICE
With its excellent forced perspective graphics, amazing sound and involving gameplay, Solstice is an essential purchase.
OVERALL:89%

SPI N OF THE SINISTER SIX
A not-bad game which is made somewhat redundant by the wealth of other games of this ilk. Still, Spiderman fans might like it.
OVERALL:70%

SPY VS SPY
Based on the MAD magazine comic strips, Spy vs Spy is one of the finest two-player games ever, just because of the vast potential for playing super-sneaky tricks on your opponent.
OVERALL:84%

STEALTH ATF
A promising-sounding but ultimately dull aerial combat game in which you guide the fighter of the title against the marauding enemy hordes.
OVERALL:54%

SUPER MARIO BROTHERS
SEAL OF QUALITY
This is the first in the Super Mario series and was originally given away with the NES machine, and it's great. Fast moving, challenging and great fun.
OVERALL:95%

SUPER MARIO BROTHERS II
SEAL OF QUALITY
Although superceded by the third Mario game, this is still a top quality purchase for platform fans.
OVERALL:96%

SUPER MARIO BROTHERS III
SEAL OF QUALITY
The game map is absolutely huge, and there's loads of sub-games and other treats to add a bit of variety. Definitely the best NES game around, and one which absolutely no NES owner should be without, really honestly this time.
OVERALL:98%

SUPER OFF-ROAD
Yet another four-player isometric race game from Rare. However, although this is okay with more than one player the repetitive nature will put single players off.
OVERALL:81%

SUPER SPIKE VOLLEYBALL
With its Four Score compatibility allowing up to four players to take part, Super Spike Volleyball is a great game that should appeal to most sports fans.
OVERALL:83%

STAR WARS
SEAL OF QUALITY
Possibly the hardest game available for the NES, but it's not offputting because it's just so darned enjoyable. Exciting and varied, Star Wars is an NES classic.
OVERALL:95%

SWORDS AND SERPENTS
Short on action, but long on depth, this is one that adventure and role-playing fans will go bonkers over.
OVERALL 81%

TEENAGE MUTANT HERO TURTLES
Turtles is a fun game that provides plenty of beat 'em up action, and a hint of exploration which taxes your brain too. Worth checking out.
OVERALL:86%

TEENAGE MUTANT NINJA TURTLES: THE ARCADE GAME
Turtles II is a very close coin-op conversion, but when it comes down to it, there isn't much in the game and the repetitive action soon grows stale.
OVERALL:64%

TENNIS
Nintendo Tennis is quite playable. It's also the only Tennis game available on the NES anyway, so it's this or nothing.
OVERALL:75%

TEN-YARD FIGHT
Ten Yard Fight is a simple, but fun arcade game and is worth looking at if you're new to American football and want to learn more about the sport.
OVERALL:76%

TERMINATOR II
Five limited levels, most of which are set around a tedious platform environment. Dull and very unoriginal. For die-hard movie fans only.
OVERALL:72%

TETRIS
SEAL OF QUALITY
The control system is easy to handle, the competitive two-player option has been included and the music is pretty good too. Another belongs-in-every-collection games.
OVERALL:91%

TIGER HELI
This is a fairly straightforward up-the-screen blast in which the player pilots a heavily-armed combat chopper. Not the greatest of shoot 'em ups.
OVERALL:65%

TINY TOONS
The graphics and sound in this platformer are great, and the gameplay fun enough to keep you at it for yonks.
OVERALL:86%

TIME LORD
This game has a great idea, but the overall execution is a tad lacking and the game itself lacks the kind of excitement we'd like to see.
OVERALL:60%

TOM AND JERRY
It's a shame to see Tom and Jerry starring in an unoriginal platform game. Yes, it's fun. But there are loads of better games of this sort already available.
OVERALL:78%

TOP GUN
A pretty good simulator which requires a fair bit of skill.
OVERALL:79%

TOP GUN II
Top Gun II is not recommended because the graphics are extremely awful and the gameplay is very dull indeed.
OVERALL:51%

TOTALLY RAD
Promising sounding platform game sadly let down in its execution. It's just not fun enough to lift it out of the veritable sea of platform games available on the NES.
OVERALL:74%

TO THE EARTH
Very nice graphics and plenty of other neat presentation features set this apart from the other light gun games, so if you've got a Zapper, check it out.
OVERALL:80%

TURBO RACING
It's nice to see a nice fast action-filled effort like Turbo Racing. Graphics are a bit rough, this is more than made up for by the exciting gameplay. Check it out.
OVERALL:80%

TRACK AND FIELD II
With multi-player action and plenty of tough and challenging button-bashing gameplay, this is a sports simulation no Nintendo owner should miss.
OVERALL:89%

TROG
Trog is a PacMan-style coin-op with nice graphics, but no amount of presentation can disguise the simplistic gameplay.
OVERALL:70%

TROJAN
This is quite a decent beat 'em up, but though the graphics are fine, the gameplay is a bit dull. Still above average though.
OVERALL:72%

URBAN CHAMPION
A dull and particularly unoriginal beat 'em up, go for Double Dragon II instead.
OVERALL:54%

WILD GUNMAN
Wild Gunman is a colourful Zapper title. It's quite good fun, but gets a bit boring after a while.
OVERALL:67%

WIZARDS AND WARRIORS
A smart-looking but pretty monotonous fantasy platform title which doesn't match up to most of the competition.
OVERALL:72%

WORLD WRESTLING
World Wrestling from Tecmo has great graphics, loads of options and corking gameplay. It's dead good.
OVERALL:84%

WRECKING CREW
A platform hammer 'em up with loads of screens and plenty of challenge.
OVERALL:81%

WWF SUPERSTARS OF WRESTLING
This version of WWF is good fun for a while, but it's a tad easy and only the two-player option really gives you great value for money.
OVERALL:80%

XEVIOUS
The smart graphics of the coin-op are lost, so all you're left with is a passable, but hardly exciting up-the-screen blast.
OVERALL:65%

ZELDA II: ADVENTURE OF LINK
SEAL OF QUALITY
Even non-RPG fans will flip at this superb title, and although the price tag is somewhat hefty Adventure of Link is easily worth a go.
OVERALL:94%

GAME BOY

ALFRED CHICKEN

Twelve large levels packed with secret rooms and bonus stages for Alfred's probing pecker. As brilliant as it is daft.
OVERALL:91%

ALIEN III
SEAL OF QUALITY
Excellent shooter, with exploration and puzzle elements sidling in to join the fun. Highly recommended.
OVERALL:90%

ALLEYWAY
A sad version of the ancient game, Breakout. Enough said.
OVERALL:27%

BALLOON KID
Become a balloon's best friend in this rather weird floating collect 'em up. Strange, dull, repetitive and, er, balloony.
OVERALL:51%

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BART SIMPSON'S ESCAPE FROM CAMP DEADLY
Help Barty escape in this multi-level platform game. An enjoyable if not overly original title.
OVERALL:85%

BART VS THE JUGGERNAUTS
A sort of Simpsons meets the Gladiators. Not bad, and it gets better as it goes along.
OVERALL:71%

BASEBALL
With its two-player link-up option and addictive gameplay, Baseball is recommended to sports fans on the move.
OVERALL:75%

BATMAN
SEAL OF QUALITY
With small but nicely detailed graphics and excellent sound, this is one of the most addictive Game Boy platformers.
OVERALL:91%

BATTLETOADS
SEAL OF QUALITY
Although the graphics are fiddly, this is a great game which any self-respecting beat 'em up fan should have.
OVERALL:90%

BEST OF THE BEST
Graphics aside, one of the better Game Boy beat 'em ups, but then again that's not saying much.
OVERALL:65%

BIONIC COMMANDO
Rad enjoys a new lease on life in Capcom's revival of the arcade classic. With superb presentation and a cool factor of ten, grab it!
OVERALL:84%

BLADES OF STEEL
Plenty of Ice Hockey style action as two teams compete on a horizontally scrolling rink. The action is fast and addictive.
OVERALL:82%

BLUES BROTHERS
Yet another attempt at the Blues Brothers theme. Avoid. Avoid. Avoid.
OVERALL:53%

BOMB JACK
Hit the road, Jack! This is a tiresome conversion of a hoary old coin-op which is about as explosive as a soggy match.
OVERALL:68%

BOULDERDASH
SEAL OF QUALITY
Puzzles-a-plenty as you try to grab the jewels and dodge the boulders and find your way to the exit without blocking yourself in.
OVERALL:90%

BOXXLE
Highly original puzzle game and recommended to people who like to use their brains rather than their joysticks.
OVERALL:83%

BUBBLE BOBBLE
SEAL OF QUALITY
Burst the bubbles, kill the meanies and move on to the next screen. Er, that's it. Fast, fun and very addictive.
OVERALL:90%

BUBBLE GHOST
Guide a bubble around an environment fraught with danger. A highly original, fun title and well worth a gander.
OVERALL:81%

BURAI FIGHTER DELUXE
Horizontally-scrolling shoot 'em up type story of a mega-powerful robot and his fight against injustice. Hooray!
OVERALL:83%

BURGERTIME DELUXE
Drop burger ingredients into a dish by running over them and squishing the enemy. A good laugh, but repetitive.
OVERALL:78%

CASTLEVANIA
Battle your way through four large scrolling platform landscapes. The gameplay is addictive and fun.
OVERALL:79%

CHASE HQ
The Game Boy just can't cope with the speed necessary to make this game really thrilling.
OVERALL:42%

CHESSMASTER
SEAL OF QUALITY
It's Chess and it's very, very good. Need we say more?
OVERALL:96%

CHOPLIFTER II
SEAL OF QUALITY
Guide a chopper around scrolling landscapes, rescuing hostages and blowing up anything that gets in your way. Highly cool and addictive.
OVERALL:92%

CRASH DUMMIES
The crash Dummies ski, drive and dive their way to destruction but all in the best possible taste. Varied, wild and crazy!
OVERALL:86%

DARKWING DUCK
SEAL OF QUALITY
Capcom's Disney titles are always excellent and this is no exception. In fact it's one of their best! Highly ingenious!
OVERALL:91%

DIG DUG
A miner named Digby literally blows-up Pookas and Fygars with a hand pump. Bizarre, but quite a laugh nonetheless.
OVERALL:84%

DR FRANKEN
SEAL OF QUALITY
Frankie's quest to find the various parts of his girlfriend looks, sounds and plays magnificently, while the password system and gameplay make it a winner.
OVERALL:92%

DROP ZONE
In spite of it's age, hidden beneath the humble,simplistic facade is a superb and thoroughly enjoyable game.
OVERALL:86%

DOUBLE DRAGON
With great graphics and sound, Double Dragon is an excellent mini-replica of the classic arcade game, featuring all the original's thrills and spills.
OVERALL:83%

DOUBLE DRAGON II
Improves on the original with better graphics and gameplay. Some might find it a bit too similar to the first, but beat 'em up fans will love it!
OVERALL:88%

DR MARIO
Nintendo's own Tetris clone makes it to the Game Boy, and it's great. Highly recommended to puzzle fans.
OVERALL:87%

DUCK TALES
This has unmistakable Disney graphical touch and oodles of playability. The problem is that it's not very hard.
OVERALL:78%

DYNA BLASTER
Place strategic bombs in an attempt to clear each screen of baddies before advancing onto the next, harder screen. Simple but very addictive.
OVERALL:88%

F1 RACE
The first four-player Game Boy game - and it even comes with a free four-way adaptor! The game itself is an excellent OutRun-clone, and rather good.
OVERALL:88%

F-15 STRIKE EAGLE
Microprose's aging flight simulator makes the conversion over to the Game Boy quite well - a thinking man's Afterburner.
OVERALL:83%

FERRARI
Slickly-programmed racing game sadly let down by its laughably low difficulty setting.
OVERALL:37%

FOOTBALL INTERNATIONAL
Put simply, this is a hopelessly dull football game. Get Kick Off instead - it's miles better.
OVERALL:41%

FORTRESS OF FEAR
A sort of mediaeval Double Dragon. The graphics and sound are good and the playability is solid enough to keep you coming back.
OVERALL:80%

GARGOYLE'S QUEST
Some pretty good gamesplaying skills are required to make your way around this game's unfriendly platform environment, but it's all very addictive.
OVERALL:80%

GAUNTLET II
A perfect mini-replica of the classic coin-op that contains all the graphics, speech and playability of the coin-op. There's even a skill two-player mode.
OVERALL:88%

GB KID
Bonking ahoy! GB Kid trounces the life out of his prehistoric foes in his first quality adventure. The only problem is that the game's easy to complete!
OVERALL:79%

GHOSTBUSTERS II
With humorous graphics and some quite decent tunes, Ghostbusters II manages to both entertain and challenge, with six different missions to test you.
OVERALL:81%

GOLF
This is a great golf game that plays a great game of golf. Need we say more?
OVERALL:88%

GREMLINS II
Once more it's platforms a go-go. Gremlins II is certainly challenging and it has some wonderful graphics and music.
OVERALL:80%

HAMMERING HARRY
SEAL OF QUALITY
Well decent little platform with some spiffy graphics and well-tuned playability. Well worth a look.
OVERALL:90%

HOME ALONE
Home Alone is a sad, dull, boring game with mournful graphics, forlorn sound and awful playability. Apart from that, it's rubbish.
OVERALL:38%

HOOK
Quite entertaining for a while, but there just doesn't seem to be that much to do in each level to sustain the interest.
OVERALL:66%

HUMANS
Although slow to start with, Humans proves a high standard cart let down by the most important factor: playability.
OVERALL:74%

HUNT FOR RED OCTOBER
SEAL OF QUALITY
Brilliant conversion of the Sean Connery movie, with an amazingly good two-player mode where the second player takes control of an entire fleet! Brilliant.
OVERALL:92%

HYPER LODERUNNER
If you enjoy a really tough challenge, this platform game is highly recommended. But beware - it's VERY hard!
OVERALL:71%

JOE & MAC: CAVEMAN NINJA
This game is one of the least inspiring platform arcade games, consequently even a spot-on conversion would fail to impress. And lo, it doesn't.
OVERALL:65%

KID ICARUS
Fairly jolly adaptation of the NES platform game provides the fun, but is now getting rather long in the tooth.
OVERALL:71%

KID DRACULA
NEW
The larger than average character design works well as Kid attempts to learn even more tricks in this platform adventure. It's too easy though. Boo!
OVERALL:77%

KIRBY'S DREAM LAND
SEAL OF QUALITY
A highly original, amazingly playable game from the creator of Mario. If this one doesn't grab you, nothing will! Kirby is a superb character and his game is one of the most imaginative platformers available.
OVERALL:94%

KUNG-FU MASTER
This loose translation of the aging Irem coin-op is very dull indeed with mournful graphics and sound along with tedious gameplay. The last nail in the coffin is the pathetic difficulty level.
OVERALL:17%

KWIRK
This is a puzzle game where your tomato-like hero(!) must shift oddly-shaped blocks into gaping holes to traverse mazes and reach the exit. It's fun!
OVERALL:85%

LEMMINGS
Short and sweet: Lemmings on the Game Boy is a great conversion of a classic game. An enormous laugh.
OVERALL:88%

LETHAL WEAPON
A ropey little fisticuffs fest which doesn't come anywhere near the excitement of the movies. Wide berth required.
OVERALL:45%

LOONEY TUNES
SEAL OF QUALITY

NINTENDO MAGAZINE SYSTEM
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The Looney Tunes star in an exciting and varied cartoon collection of shoot em ups and platform-related hilarity. Get this!
OVERALL:90%

MARBLE MADNESS
Guide your marble around a number of increasingly tricky slalom slopes, featuring many pitfalls. Perfectly suited to the Game Boy and long on playability.
OVERALL:87%

MAX
Max owes a lot to Bionic Commando, but still manages to add a few tricks of his own. Plenty of explosive goings on, with a high standard of gameplay elsewhere.
OVERALL:84%

A standard fare, fast food adventure into McDonaldland. Trouble is, there are tastier treats available.
OVERALL:75%

MERCENARY FORCE
Fairly dull action game which fails to supply the necessary ingredients to make it a worthwhile purchase.
OVERALL:62%

METROID II
Big and absorbing arcade adventure/platform game that's well worth checking out if you're into games of this type.
OVERALL:81%

MOTOCROSS MANIACS
Motocross has never been any weirder than in this off-road biking game! It's tricky, but good fun - especially against a computer opponent - and provides plenty of amusement for a while.
OVERALL:76%

MR DO!
Although not entirely faithful to the coin-op, Mr Do! is still a highly playable conversion well worth a look.
OVERALL:86%

NAVY SEALS
This platform shoot 'em up is amazingly super hard, but if you're dead good it's well worth a look.
OVERALL:80%

NEMESIS
A great conversion based on the classic coin-op. It's not simple, and shoot 'em up fans should really get into the action. Go for it!
OVERALL:88%

NINTENDO WORLD CUP
This is a shambolic mockery of a clapped-out Soccer game. Avoid.
OVERALL:31%

OTHELLO
Although it mightn't look or sound it, Othello is an addictive and enjoyable board game which you'll go back to time and time again.
OVERALL:89%

PACMAN
PacMan is as PacMan does, and this is as flawless a conversion of the crumbly arcade game as you will ever find.
OVERALL:80%

PAPERBOY
Ultra-blurry graphics, rubbish bike handling and dodgy collision. A disappointing conversion that will appeal to arcade fans only.
OVERALL:67%

PINBALL
This is so realistic you find yourself tilting your Game Boy around to try and influence where the ball goes!
OVERALL:79%

PRINCE OF PERSIA
SEAL OF QUALITY
This must rank as one of the greatest platform games of all time, and its combination of fiendish puzzles and pinpoint platform action is a winner.
OVERALL:92%

PRINCE VALIANT
An interesting concept but is neither impressive graphically nor in-depth enough to warrant priority purchase.
OVERALL:65%

QUARTH
SEAL OF QUALITY
Looking like a cross between Tetris and Space Invaders, Quarth is an enjoyable and addictive little game which offers plenty of challenge and lasting appeal.
OVERALL:90%

QIX
Similar to Volfied and a jolly little game with plenty of long-lasting appeal.
OVERALL:81%

RADAR MISSION
Mediocre action game in which you guide your ship against enemy forces. Fun for a bit, but soon gets dull.
OVERALL:64%

RAMPARTS
A rather insubstantial and disappointing conversion of the popular arcade strategic blast.
OVERALL:58%

RESCUE OF PRINCESS BLOBETTE
The puzzling jelly bean action would be fun, but there's too many wide open spaces where nothing happens. Shame.
OVERALL:68%

REVENGE OF THE 'GATOR
SEAL OF QUALITY
At last there's a great pinball game on the Game Boy, full of ramps, bumpers, multi-balls, bonuses and all the trappings you'd expect.
OVERALL:91%

ROBIN HOOD
An original approach to a film license. The game is packed with puzzles and RPG overtones that add up to a large and interesting game. Definitely worth a look.
OVERALL:88%

ROBOCOP
A good enough version, but the small graphics make things a tad tricky. A shame, because this could have been great.
OVERALL:72%

RODLAND
Tam and Rit take their sticks to the hides of a variety of cutesy platform types in this slightly repetitive Game Boy excursion into Rodland.
OVERALL:74%

R-TYPE
Use your top flying skills to survive in this pretty tough conversion of the coin-op. The graphics are pretty good and it's highly playable.
OVERALL:82%

SIDE POCKET
Master ballistics professors will love this one, although anyone else's interest may wane pretty quickly.
OVERALL:73%

SKATE OR DIE (TOUR DE THRASH)
Whilst this has a promising title and looks like it might be fun, the implementation is poor. The bonus half-pipe event is quite entertaining but doesn't justify the price tag at all.
OVERALL:63%

SKATE OR DIE II (RAD 'N' BAD)
Super-speedy platform skate game with lots of skate-style action. If your interest in conventional platform games is waning, try this for size.
OVERALL:81%

SNEAKY SNAKES
Those wicked reptiles who appeared in the brilliant NES game Snake, Rattle 'n' Roll are back again in this superb Game Boy arcade game. An absolute must.
OVERALL:89%

SNOOPY'S MAGIC SHOW
The plodding platform gameplay belies the tricky puzzle action in this thoroughly enjoyable game. It's not particularly tough, but while it lasts it's very addictive.
OVERALL:84%

SOLAR STRIKER
After a couple of goes this blaster soon becomes boring. It's all right, but there are no real surprises to keep you going back to it.
OVERALL:69%

SOLOMON'S KEY
Good adaptation of the coin-op platform/puzzle game. The gameplay is addictive, but sometimes the titchy graphics make it difficult to see what's going on.
OVERALL:82%

SPEEDBALL II
Not so much Speedball as blurred ball, the Game Boy's tiny screen cannot cope with the intensity of this future sport. Boo!
OVERALL:65%

SPIDER-MAN
Spider-Man is a thoroughly enjoyable beat 'em up which has some amazing graphics and plenty of variety. A must for wall-crawlers everywhere.
OVERALL:85%

SPY vs SPY
Always good for a laugh with two players, but likely to lack the same appeal with one. Worth a look.
OVERALL:82%

STAR WARS
The first of this epic saga, Star Wars on the Game Boy is every bit as good as the NES version. Enjoy the top class platform action as the plot of the film unfolds.
OVERALL:89%

SUPER HUNCHBACK
Jolly platform game starring everyone favourite deformed character. There are loads of secret screens and the action is challenging enough to keep the fans happy.
OVERALL:81%

SUPER KICK OFF
SEAL OF QUALITY
The greatest football game ever is now on the Game Boy and it's as good as could possibly be expected. Buy it.
OVERALL:93%

SUPER MARIO LAND
SEAL OF QUALITY
Although this brilliant game doesn't take long to finish, there are loads of secret things to uncover and the gameplay's so good you just keep on going back to it!
OVERALL:90%

SUPER MARIO LAND II
Effectively Super Mario World for the hand-held, this is a stunning game, which is only let down by being too easy. There's loads to see, even more to do, and still represents a worthwhile buy.
OVERALL:87%

SUPER RC PRO-AM
Those Rare guys are at it again - converting one of their fab NES carts to the Game Boy. This time it's of the isometric-view radio controlled car racing game, and it's great.
OVERALL:87%

TEENAGE MUTANT NINJA TURTLES
SEAL OF QUALITY
A decent beat 'em up with plenty of action and some great graphics to drool over. Turtle fans are bound to go bonkers over this.
OVERALL:90%

TEENAGE MUTANT NINJA TURTLES II
Harder than the original, with some sampled speech. Once again, Turtle fans will love this.
OVERALL:85%

TENNIS
One of the best Tennis games available on any system, this is challenging, addictive, and lets you play virtually any shot. Recommended.
OVERALL:86%

TERMINATOR 2
As film licenses go, this is one of the best. Loads of action, great graphics and sound. A fab game.
OVERALL:90%

TETRIS
Free with the UK version of the Game Boy, this puzzle game is absolutely terrific and unbelievably addictive. Still one of the best Game Boy titles yet seen.
OVERALL:95%

TITUS THE FOX
A platform game that stars a leather clad fox who is out to rescue his similarly fashion conscious vixen may sound a bit dull and tedious. It is.
OVERALL:45%

TRACK MEET
Thoroughly enjoyable Track and Field-type sports simulation, which can get samey after a while.
OVERALL:75%

TRAX
Snooze-inducing driving-type game which lacks the pace and excitement to get the adrenalin flowing.
OVERALL:59%

UNIVERSAL SOLDIER
Virtually the same game as Turrican, but still a good old Game Boy blast.
OVERALL:79%

WIZARDS AND WARRIORS
Quite a jolly platform game, but unfortunately games like this are ten-a-penny.
OVERALL:78%

WWF SUPERSTARS
Great graphics and loads of moves but the tournament is far too easy to win. If you have a second player it's a great link-up game.
OVERALL:85%

YOSHI'S COOKIES
By using Mario to sell this new puzzle game, Nintendo obviously hoped we'd overlook the bland taste of Yoshi's Cookies. Good, but hardly outstanding.
OVERALL:75%

BLA

Holy blinking heck! When we left off last month, Blagman was in a desperate situation - still the captive of the evil Captain Gnatschuff (and his assistant Mr Whippy). His only chance for salvation lay with his trusty sidekick Robbin'. Unfortunately Robbin' couldn't be bothe...er, was tied up righting wrongs and blagging freebies and that, and had no time to rescue his mentor. HOW will Blagman escape? WHAT free gear is up for grabs this month? WHY do we keep writing things in capitals? Read on to find out...

BLAGMAN PICKS UP THE STORY

"That dastardly Captain Gnatschuff tormented me with the most hideous tortures." shudders our over-generous idol. "First off he ate a packet of Jelly Babies WITHOUT OFFERING THE PACK AROUND. Then, he let everyone else buy a round of lemonades, and DIDN'T GET ONE IN HIMSELF. Finally, he bought a copy of NMS AND WOULDN'T LET ANYONE ELSE HAVE A LOOK. After this treatment, I was as weak as a kitten (no change there then), and to seal my doom Mr Whippy placed me in a wet paper bag, which, no matter how hard I struggled I just couldn't fight my way out of. Luckily, I had my Blag Canary Whistle on me, with which I was able to summon the Kung-Fu Canaries of Katmandu, who pecked me out of my death trap in seconds. Then, I was able to incapacitate the Captain by MAKING HIM A NICE REFRESHING CUP OF TEA WITHOUT BEING ASKED. Finally I legged it to the Blagmobile (kindly supplied by Honest Ron's Dodgy Motors) and escaped from the nefarious Castle Trrikata. Mind you, it was good to see that Robbin' had kept up the good work and managed to Blag a load of, erm, Acclaim T-shirts, a bit like those ones we've been giving away for the last two months. On my way out, though, I managed to procure loads of Manga-related goodies, including copies of Lensman, assorted posters, Vampire Hunter D, 3x3 Eyes, and... ooh, loads more stuff. oh yeah, and T-shirts. So, it's a good job one of us superheroes isn't a lazy sod, eh readers?"

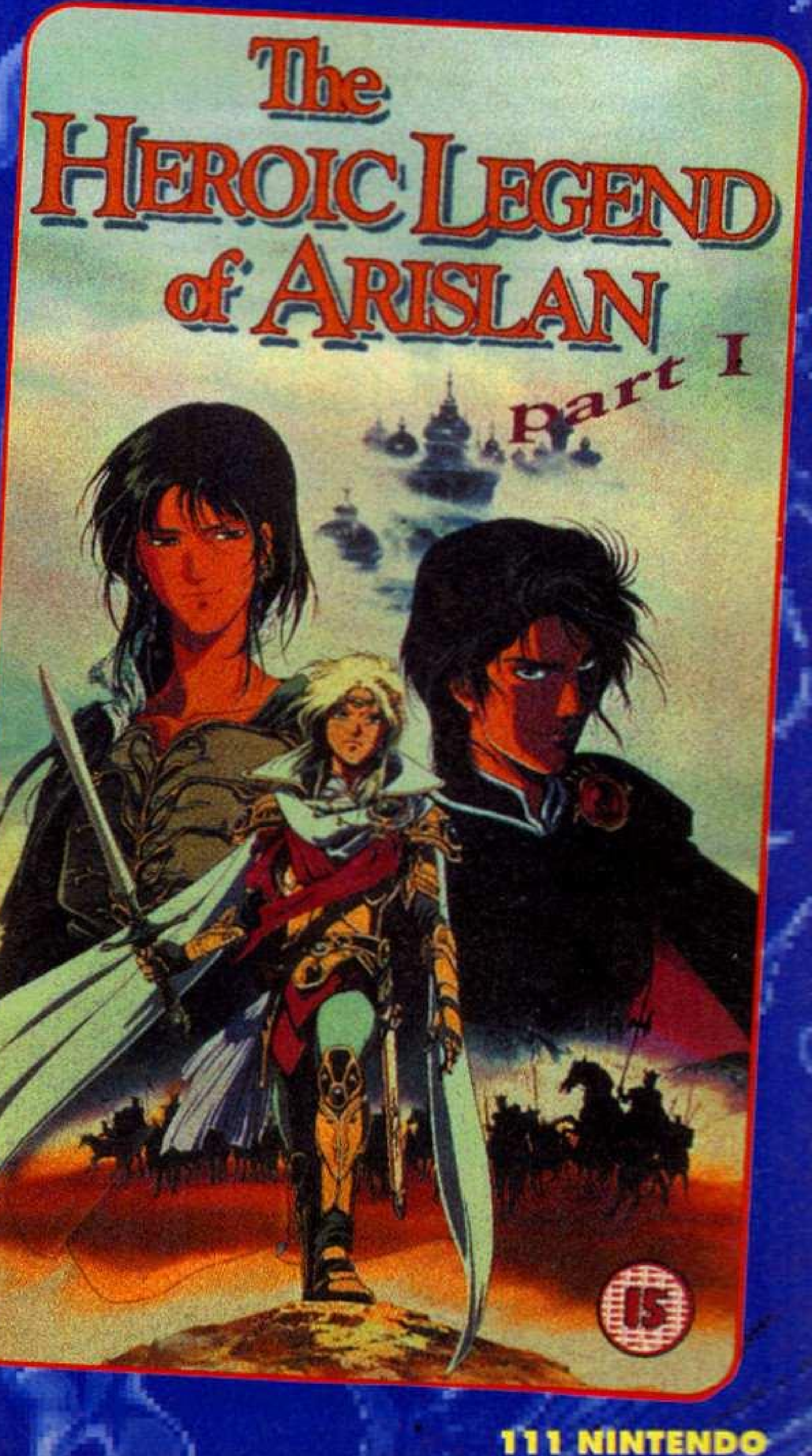
GMAN

BODDY DIDDY BLAGMAN (EH?)

Luckily, Blagman's escape came at the perfect time for him to purloin a load of great and groovy Blaggables. Centrepiece for this months Blagpile is a couple of amazing Alfred Chicken T-shirts donated by Mindscape, the people behind the SEAL-nominated groovy Game Boy title. Mindscape don't stop there, however, as they've also given us a number of classy white sweat-shirts with the kooky Mindscape logo emblazoned on the chest - oh, and a Mario Is Missing logo on the back. And just to coincide with the recent release of Game Boy Crash Dummies, and to celebrate the forthcoming NES version there's a whole bundle of Crash Dummies sweatshirts too - and yes, they are rather like the ones we were giving away last month. Plus there's a little picture of Kirby as drawn by our very own Paul Davies. There's other gubbins, too, including Nintendo Helpline sweatshirts and baseball caps. Oh, and that really manky Star Wars sweatshirt hasn't gone yet, either.

BLAG YOUR WAY TO A MILLION

Yes, if you keep on entering Blagman every month and consistently win prizes, it is actually possible that, should the feature last a couple or three hundred years, you may concievably walk away with possibly a MILLION POUNDS worth of prizes. However, it's best to start small, so why not begin by entering this month's Blag comp? All you have to do is answer this simple question - According to Baudrillard, signs and referents have become increasingly estranged, meaning that there are no longer signs to any referent. Discuss. Actually, that's just our little Blag joke, what we really want to know is: Is Rad really Brett from Suede or what? Send your entries on a postcard to HMMMM, PERHAPS RAD DOES SING METAL MICKEY COMPO, NINTENDO MAGAZINE SYSTEM, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. See you next month, same Blag time, same Blag channel. By the way, it is essential you request which prize you want, and include your age as some of the Manga videos are...well, a little dodgy in places, and Blagman does not fancy having to use his Anti Cauliflower-Ear Spray in the event of angry Mums slapping him for corrupting their babies. Failure to do so means we'll just ignore your entry or send you the Stars Wars Sweatshirt, whichever is worse...

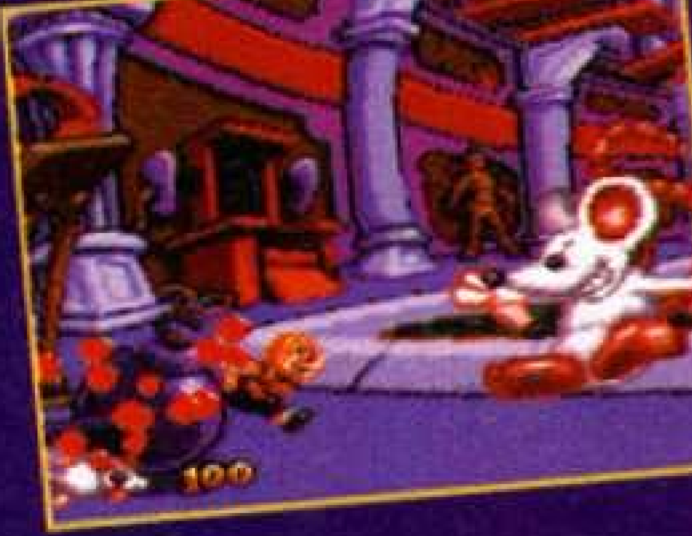


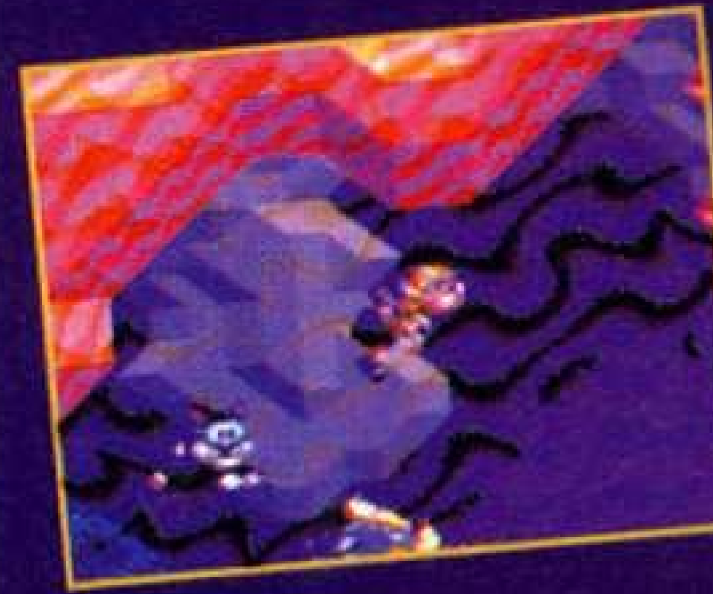
SUPER NINTENDO®
ENTERTAINMENT SYSTEM

Nintendo® OUT NOW!

PUGSLEYS SCAVENGER HUNT

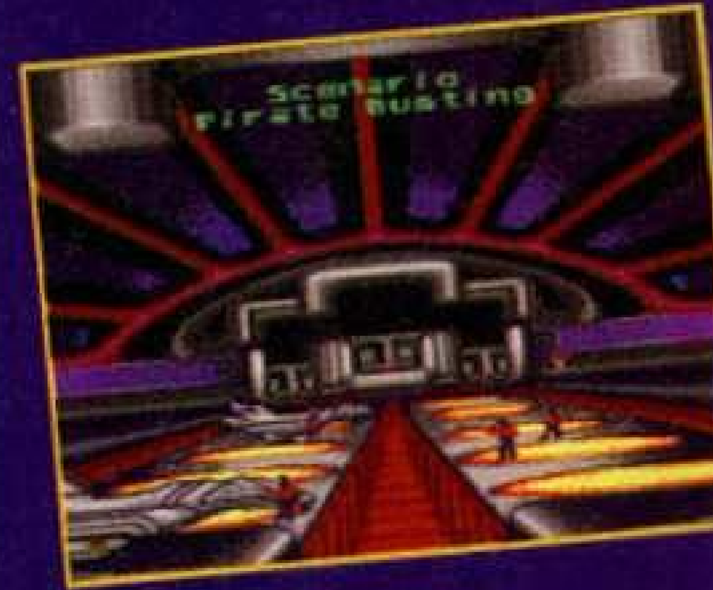
Wahey! Ocean's second Addams Family licence may be a basic revamp of the first game, with Pugsley replacing Gomez, but it's fun enough stuff and if you missed the first game, proves an entertaining platformer to say the least.





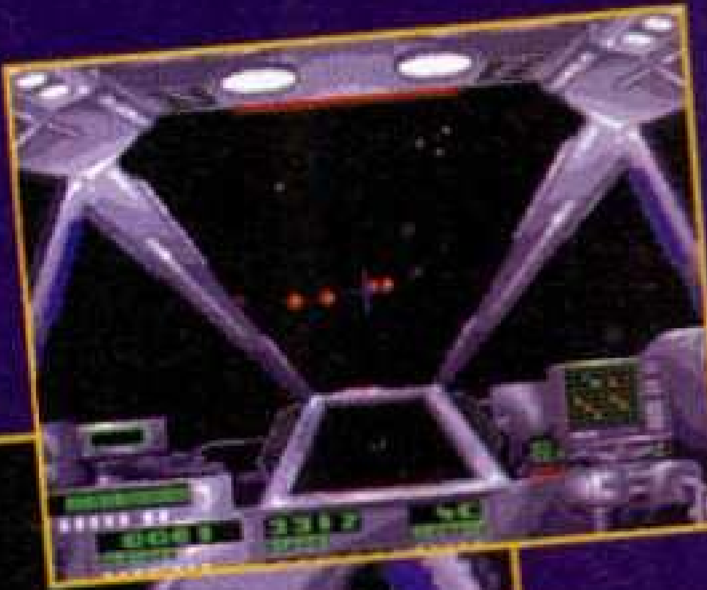
WARPSPEED

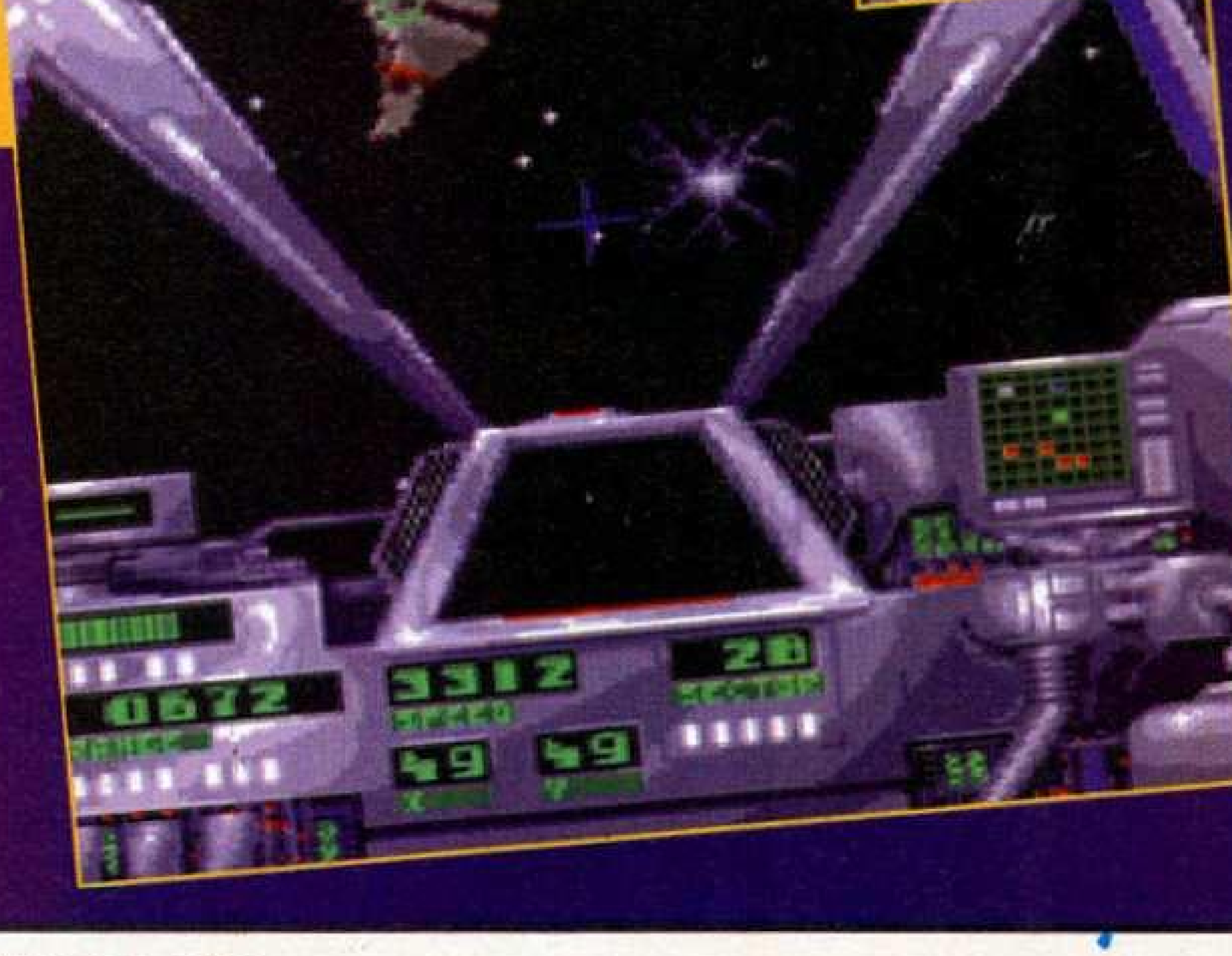
Aieee! What is it with this month's releases? This is an outdated flight "sim" set in space with the worst controls and collision detection known to man. The graphics maintain this low standard and chisel the final letters into the tombstone. Surely there must be discount stuff that knocks the trolleys off this sort of offal?



NLHPA HOCKEY

Electronic Arts nearly get sometihng right on the Super NES shock! This conversion of NHLPA is almost as good as the brilliant Megadrive version. Nearly, but not quite. The controls are a bit iffy, but other than that, this is a stat-laden, ice-bound, points-scoring, fist-fighting, trumpet-playing, tap-dancing Record Breaker.





Out Now is a section of the mag that really neads some explaining. You see, the title is slightly misleading. Out Now is not a command to immediately leave the premises. Nor is it a challenge to a fight. It is in fact the part of the mag where we keep you, our dear readers, informed on the latest on the shelf releases for all the Nintendo formats. Yes, we here at NMS try our hardest to be accurate when it comes to release dates, but software houses can be difficult beasts when it comes to the practice of actually getting things into shops. So we scouted around a few retailers to see what you can actually get your mitts on, as well as searching for some discounts and bargains (although we didn't actually find any this month). But this is where you come in. If your local software emporium is running a few decent deals, say they've got a few discounted copies of Maniac Mansion or a clearance sale on old\ Game Boy titles, write or ring in and tell us (along with their address and, if possible, 'phone number). Similarly, if you run a shop and want a free plug, drop a few prices and let us know at the usual address.

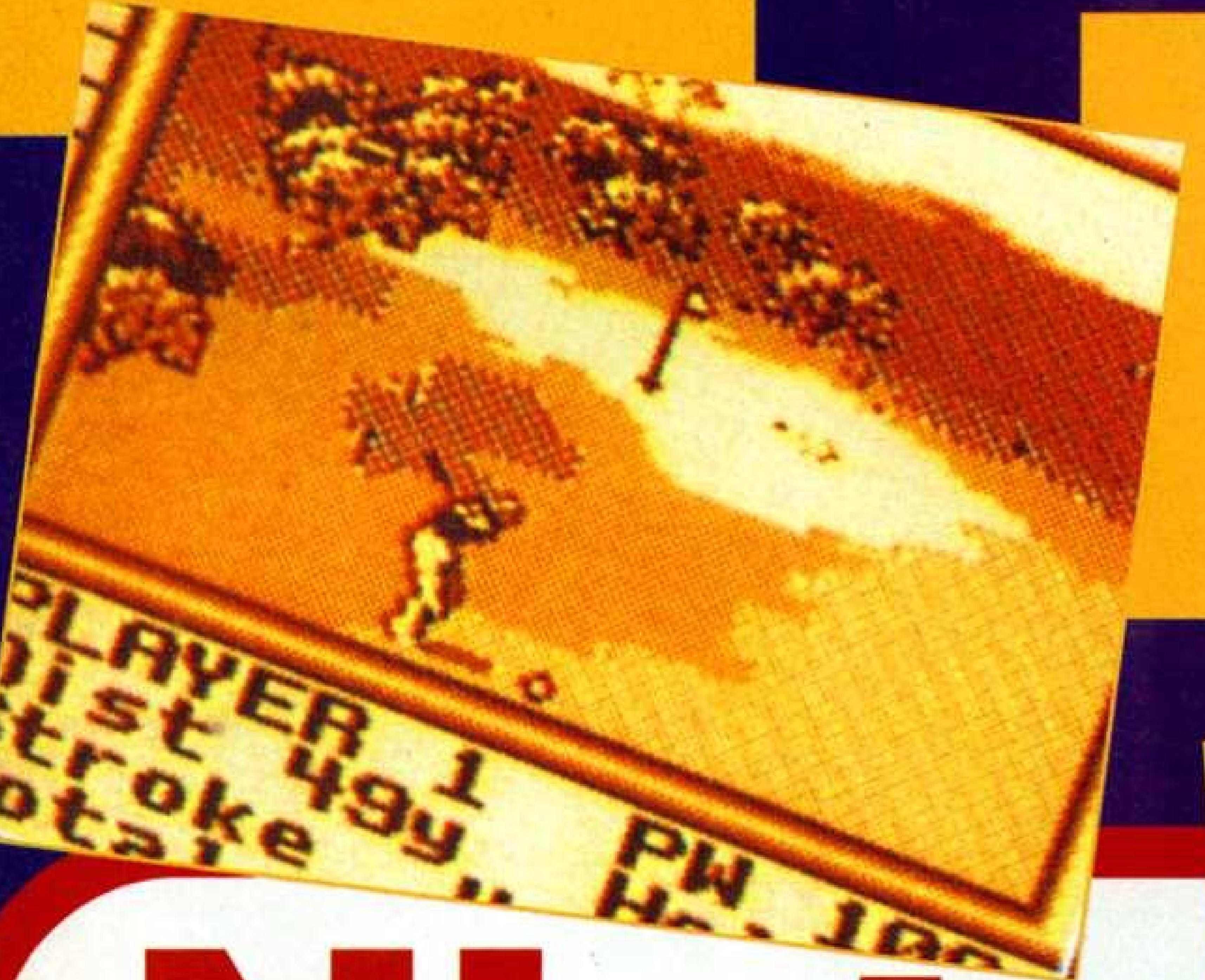
GAME BOY

STAR TREK

Oh my, this rather unfortunate conversion of a still more unfortunate original really does bring new life to the phrase "What a load of steaming old horse cack". As you may have gathered, it really isn't very good, whether you're a die-hard Trekkie or just a misguided adventure fan thinking it might be a bit of a laugh.

ROBIN HOOD

A big, challenging and absorbing RPG with plenty of action scenes to keep things exciting and loads of puzzles for the more brainially-aligned. It's been out for a while but Robin Hood has just been re-released and is certainly worth at least a look.



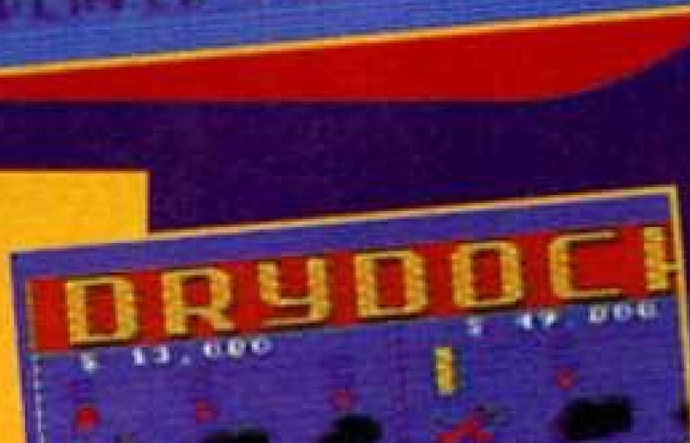
JACK NICHLAUS

A superbly dreamy golf game form our old pals at Tradewest (Battletoads). Licensed off he of the dodgy sweaters (and vast golfing fortune), this is one of the best golfing games going, even beating the mighty Nintendo Game Boy Golf to the crown. If you don't like golf, you probably won't go cock-a-hoop over it, obviously, but if it's a driving 'n' putting-type game you're after this is the best bet.

ELIMINATOR
BOAT DUEL
NE PLAYER NORMAL

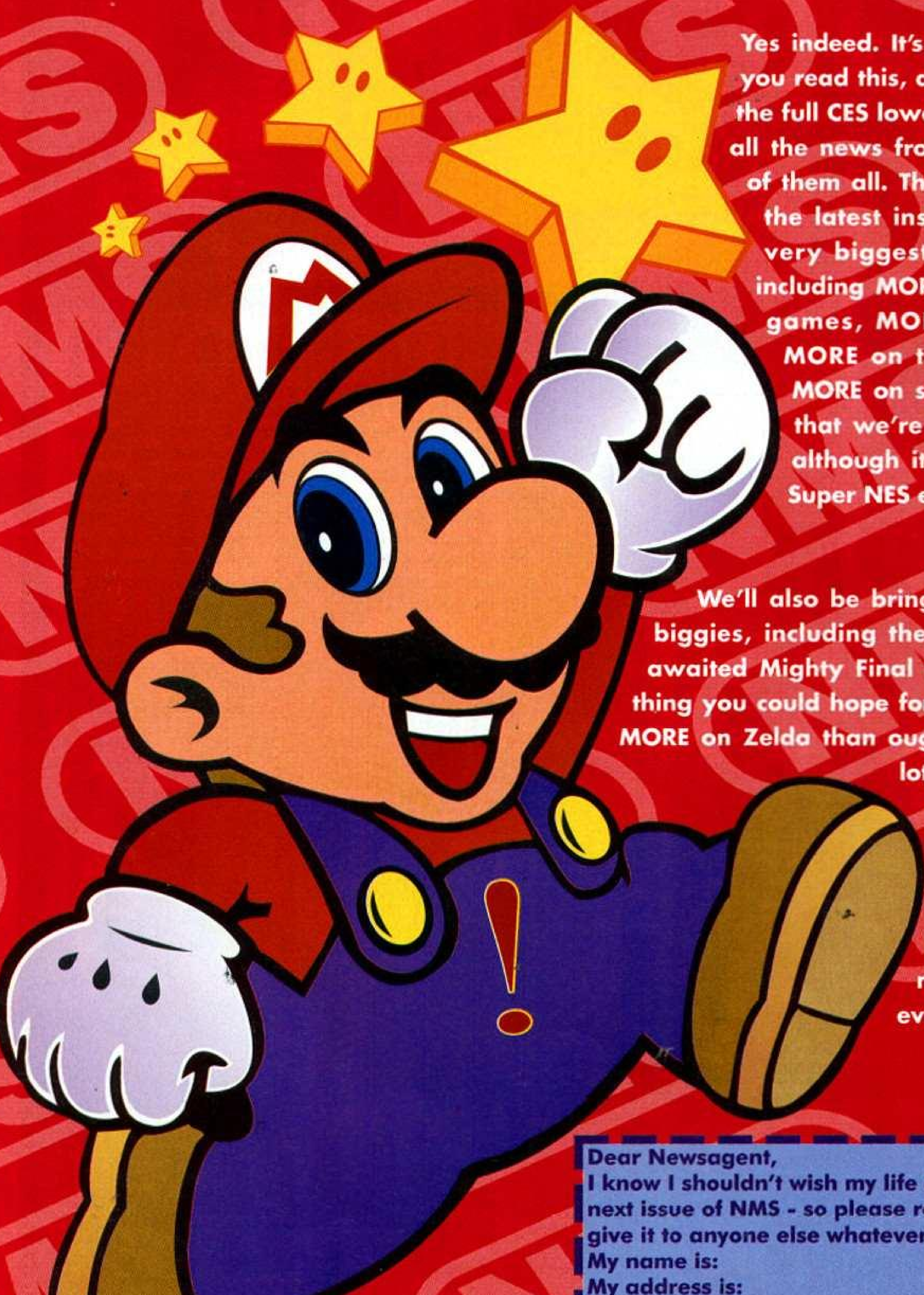
ELIMINATOR BOAT DUEL

Only one new release on the NES this month - but what the list lacks in quantity it makes up for with Kwality. Eliminator Boat Duel is a classy top-down speedboat racing game (with intermittent side-view and rear-view race sections) is a brilliant laugh, especially in the fantastic two-player mode. Pretty much the best top-down racer on the NES, Eliminator Boat Duel is definintely recommended.



NEXT MONTH

HUNDREDS OF NEW GAMES REVEALED!



Yes indeed. It's games galore in Chicago as you read this, and next month we bring you the full CES lowdown as only NMS can - with all the news from the biggest gaming event of them all. This is the place you'll read all the latest inside news and views on the very biggest games coming your way, including MORE news on forthcoming SFX games, MORE on Turbo Streetfighter, MORE on the big movie licenses and MORE on something so Very Top Secret that we're not allowed to tell you yet, although it's quite possibly the biggest Super NES event of the year!

We'll also be bringing you the very latest NES biggies, including the full lowdown on the long-awaited Mighty Final Fight and we'll have everything you could hope for on the Game Boy, including MORE on Zelda than ought to be allowed. There are lots of surprises too, and we're not going to spoil them by telling you now. So if you want to stay in the picture, there's only one way to stay ahead of the game. Buy the next issue of NMS. After all, everyone else does...

Dear Newsagent,
I know I shouldn't wish my life away, but I can't wait for the next issue of NMS - so please reserve me a copy and don't give it to anyone else whatever you do.
My name is:
My address is:

F-15 Strike Eagle
Now it's in your hands

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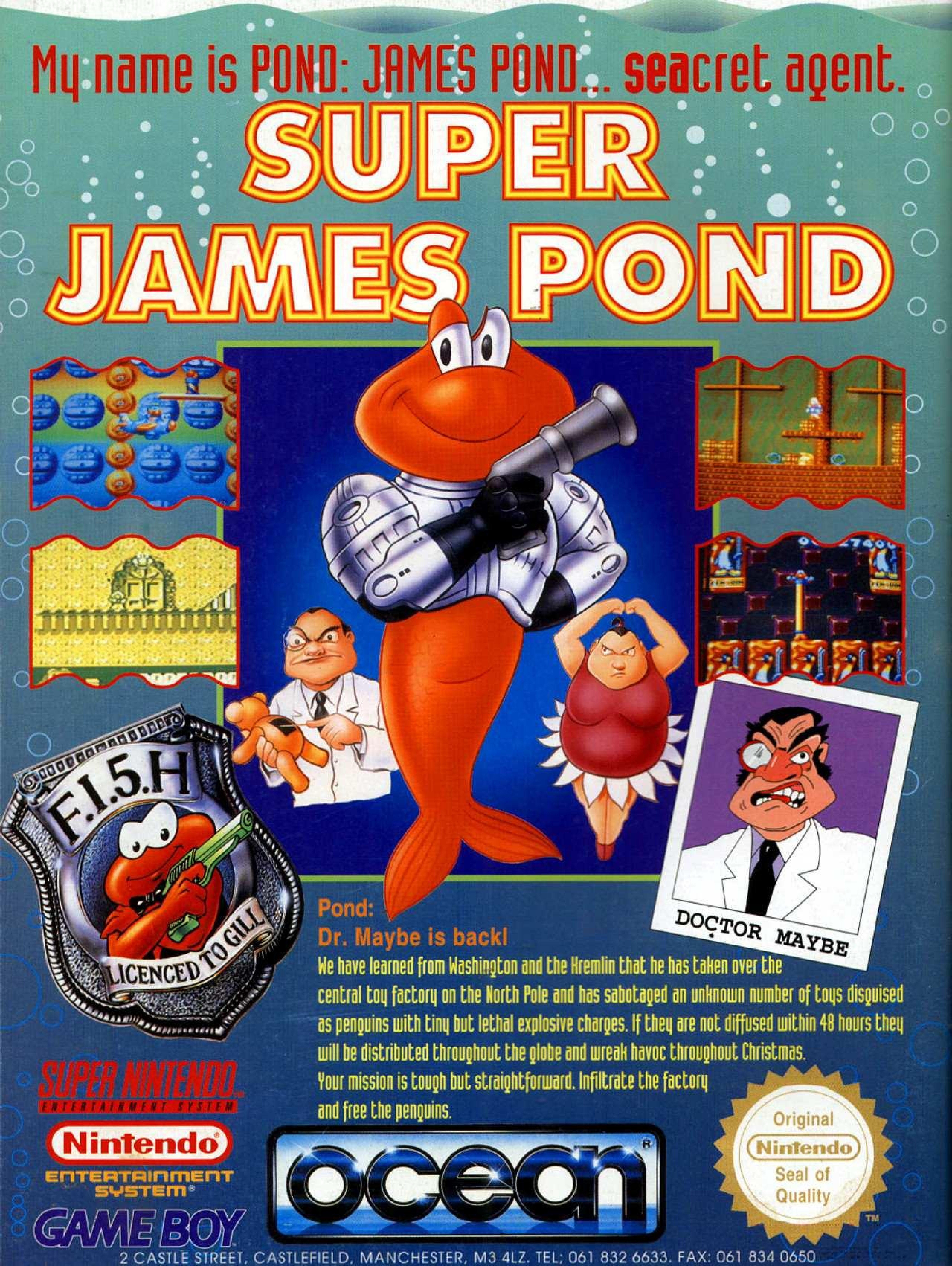
GAME BOY
F-15
STRIKE EAGLE
Fly the World's Hottest Jet Fighter
LICENSED BY
Nintendo
MICROPROSE

F-15 Strike Eagle, taking off on the Game Boy

MICROPROSE
Seriously Fun Software


F.I.5.H
LICENCED TO GILL
DOCTOR MAYBE
SUPER NINTENDO ENTERTAINMENT SYSTEM
Nintendo
ENTERTAINMENT SYSTEM
GAME BOY
ocean
Original Nintendo Seal of Quality

My name is POND: JAMES POND... seacret agent.

SUPER JAMES POND

Pond:

Dr. Maybe is back!

We have learned from Washington and the Kremlin that he has taken over the central toy factory on the North Pole and has sabotaged an unknown number of toys disguised as penguins with tiny but lethal explosive charges. If they are not diffused within 48 hours they will be distributed throughout the globe and wreak havoc throughout Christmas. Your mission is tough but straightforward. Infiltrate the factory and free the penguins.

2 CASTLE STREET, CASTLEFIELD, MANCHESTER, M3 4LZ. TEL; 061 832 6633. FAX: 061 834 0650

OUT-OF-PRINT ARCHIVE

WE ARE A GROUP OF PEOPLE DEDICATED TO PRESERVING A PART OF CLASSIC GAMING THAT SEEMS TO BE OVERLOOKED MOST OF THE TIME. NAMELY CLASSIC VIDEO GAME MAGAZINES.

OUR GOAL IS TO PRESERVE THESE MAGAZINES BY DIGITIZING THEM BEFORE THEY ARE LOST FOREVER.
BESIDES LETTING PEOPLE ENJOY THE ARTICLES DIRECTLY THROUGH THE SITE, WE ALSO CREATE CBZ FILES CONTAINING THE COMPLETE MAGAZINES FROM START TO FINISH, WHICH GIVE US THE BENEFIT OF CREATING MUCH HIGHER QUALITY VERSION THAN WHAT'S FEASIBLE ON A WEBSITE. THIS WAY ANYONE WHO IS BUT A MOUSE CLICKAWAY WILL BE ABLE TO ENJOY THEM ONCE MORE.

WE DO HOWEVER ONLY SEEK OUT MAGAZINES WHICH ARE PUBLISHED PRIOR TO THE YEAR 2000,
UNLESS PERMISSION HAS BEEN GRANTED BY THE SPECIFIC PUBLISHER IN QUESTION TO DO OTHERWISE.
THE ONLY EXCEPTION TO THIS RULE ARE DREAMCAST EXCLUSIVE MAGAZINES, DUE TO THE NATURE AND CIRCUMSTANCES SURROUNDING THE SYSTEM: REPRINTS AND RE-ISSUED CLASSIC MAGAZINES IN ANY SHAPE OR FORM (DIGITAL VERSIONS INCLUDED) WILL BE TREATED LIKE NEWER MAGAZINES, WHICH MEANS WE WON'T BE SCANNING THEM.

THE REASON FOR RESTRICTING OURSELVES TO MAGAZINES PUBLISHED BEFORE A CERTAIN DATE, IS TO GIVE PUBLISHERS ENOUGH BREATHING ROOM TO SELL REPRINTS OR DIGITAL VERSIONS OF THEIR OLD MAGAZINES: THESE ARE HARD ENOUGH TIMES AS IT IS FOR PRINT AND THE LAST THING WE WOULD WANT IS TO HAVE ANY KIND OF NEGATIVE EFFECT.

WE HAVE NO INTENT NOR DESIRE TO PROFIT FROM THESE MAGAZINES IN ANY WAY, SHAPE OR FORM. NOR DO WE HAVE ANY DESIRE TO FINANCIALLY HARM ANY PUBLISHER, EDITOR, WRITER OR PERSON INVOLVED IN CREATING THESE, OR ANY OTHER MAGAZINES FOR THAT MATTER.
WE ARE NOT HERE TO DO HARM, BUT TO HELP PROTECT THEIR LEGACY.
THAT IS WHY THE PRE-2000 DATE IS IN PLACE:
TO PROTECT THEIR BUSINESS AND LIVELY-HOOD, AND TO MAKE SURE THAT WE WILL BE ABLE TO KEEP ENJOYING THEIR MAGAZINES FOR MANY YEARS TO COME.

WE WOULD LIKE TO THANK EVERYONE WHO MAKES THIS PROJECT POSSIBLE. FROM THE ORIGINAL WRITERS, EDITORS AND PUBLISHERS, TO EVERYONE INVOLVED IN ACQUIRING, DIGITIZING, PRESERVING AND RELEASING THESE MAGAZINES.

FOR PEOPLE WHO ARE LOOKING TO HELP US OUT, IN WHICHEVER WAY POSSIBLE, BE IT BY DONATING MAGAZINES, SCANNING OR EDITING, PLEASE JOIN US ON THE FORUMS.

ONE LAST THING:
IF YOU COME ACROSS PEOPLE TRYING TO SELL ANY OF OUR RELEASES, PLEASE DO NOT SUPPORT THEM!

THANK YOU.

VISIT US AT

WWW.OUTOFPRINTARCHIVE.COM

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